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December, 1992
Volume 5, Issue 12

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INSERT COIN

CAN THE BIGGEST AND BEST GET EVEN BIGGER AND BETTER?...

That was the question all of us asked each other last month. After working long and hard for the past three months on EGM's new look, we sat back and looked over the November issue. Most importantly, we waited for your response. Every letter, fax and call that came in got our undivided attention, and while we were encouraged with all of the positive comments, we felt that there still was room for improvement. There were some areas which could be made even better.

Readers liked the large size of the November mag, so we made this one even bigger. Totalling a whopping 292 pages, this issue is the largest video game magazine ever published in this country!

Players thought that the idea of having free game related inserts was a good deal, so this issue there are even more. We hope you will like the Tradewest poster, Sonic comic book and Electronic Arts mini-mag.

Hopefully you will agree that the new EGM looks a lot cleaner, and reads much better. We have added staff to make sure that you get the best magazine possible.

We're now placing added emphasis on our loyal subscribers. Not only do sub copies now go out via quick second class mail (insuring delivery long before EGM appears on newsstands), this issue represents a visible difference between the newsstand copies and those being delivered to your home. Subscribers will not only save money, but also receive extra special bonus items that won't be included in the issues that you buy in stores. A word of warning to the subscribers, don't open the magazine too close to your face! There is a special treat between pages 130 and 131!

Although EGM is very different, there are some things that won't be changing. You're guaranteed to get the most up-to-date information, news, and tricks found anywhere in the country. For example, check out our new Street Fighter 2, character vs. same color character trick. It works with all 8 warriors! Our Next Wave and International sections show off games you won't be playing until 1993! The Fact File articles give you the details on the very latest game software, and last but not least there is the often imitated but never duplicated Review Crew, bringing you only honest ratings for the current carts.

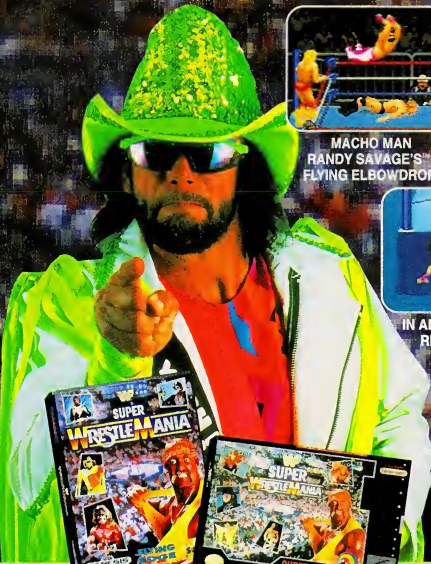
Just as video games have evolved from 8-Bit to 16-Bit and now to CD, magazines must also evolve to best suit the changing needs of the new style of game player. We hope you like the new EGM, and if you get a free moment, drop us a note to tell us what you think of the new format. We'd love to hear from you!

Ed Semrad
Editor



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INTERFACE

LETTERS TO THE EDITOR

This is the section where you can speak up and let the rest of the electronic gaming world know what's on your mind! If we like what you write, we'll put it inside the pages of this magazine and try to spell your name right. Anything you write and send to us can be used in the mag whether you like it or not, so don't embarrass yourself. Almost a million people are reading. But why should that scare you? You've gone up against M. Bison! So just write us at: Interface, Letters to the Editor, c/o Sendai Publishing Group, 1920 Highland Avenue, Suite 222, Lombard, Illinois 60148. And if you think we're going to answer every letter that comes to our mailbox then you must be nuts...

STREET FIGHTER MANIA CONTINUES!

I would like to know if there are any more special codes for the Super NES version of Street Fighter 2? My friends say that there is a super secret Boss code, and that Capcom is holding off on releasing it until 1993. Is this true? You seem to know more about this than anyone else, so what's the story?

**Apollo Houser
Clover, SC**



Play character vs. same color character with any of the 8 Super NES SF2 warriors!

Thanks for all the great Street Fighter 2 tricks and codes. Tell Trickman that he is doing a great job in coming up with these awesome SF2 bugs. I have been thinking. Since you discovered two of the character vs. same color character tricks, there must be more. And if there are more, then there probably are boss codes! Right? And when will all of the other magazines stop copying your tricks?

**James Marshall
Oxnard, CA**

There is a Street Fighter 2 machine at an arcade near me that has a sign on it that says it has a speed-up kit installed. The machine allows you to perform fireballs and Dragon Punches in midair, as well as superfast and superlong fireballs. Blanka also turns into Ryu when he performs a head bite. How does this speed-up kit work? Is it licensed by Capcom?

**Andy Saito
Mississauga, Ontario**



The only authorized SF2 arcade conversion is coming from Capcom in December!

You wouldn't believe how popular your magazine is here in England! Each month, as soon as your issue gets to the stores, they are sold out in a matter of hours! I believe that half the copies are bought by the editors of the English magazines because almost everything that is in your magazine makes its way to ours.

Enclosed is an article which was published in "Game Zone" which is one of the computer magazines published over here. Sound familiar?

**Richard Payne
West Midland, England**

street fighter 2

Any word on the existence of the Super NES version of Street Fighter 2? I'm looking for the code to unlock the secret boss. You must use Ryu throughout your entire game. You must not get hit from the moment you begin until the final round with M. Bison. Once there you must appear as M. Bison without being caught after the 10th round. The Boss code is a five round and after the last round game Sheng Long appears and you can M. Bison again. If you lose a round at all, you are forced into a fight to the death Sheng Long's powers are enhanced. His Super Dragon Punch is backed by his Hidden Fire. The Hidden Fireball Launcher Eagle, and he has a new attack called the Chun-Li. He does not pause for a moment, and each attack combination also allows a unique Sheng Long can even grab Ryu from the air and throw him to the left. A new strong and can perform the moves and attacks of each world version. It's just amazing to find that you can find you are in for a magnificent ending experience. This code only works on the arcade.

Moron! The bogus Sheng Long trick makes its way overseas.

(Ed. Out of all the mail that we get here at EGM perhaps the most asked question is whether there is a code to play the Bosses in Super NES SF2. While officials at Capcom swear on a stack of bibles that a Boss code does not exist, they also believed that the character vs. same color character trick that we are running on page 106 couldn't be done!

It comes as no surprise to hear that there are a lot of different versions of SF2 and SF2 CE games out in the arcades. All of these are bogus, and none are authorized by Capcom. Capcom is working on their own set of upgrade chips and their new game will be called Turbo Street Fighter 2 Champion Edition. Turn to our Leading Edge section for the first pix of their new upgrade!

The mysterious Sheng Long has moved from Hong Kong (where he appeared in a mag there) to England! Apparently some bozos at the U.K. mag Game Zone ran our bogus trick and updated it to also work on the Super NES version! Cute one!

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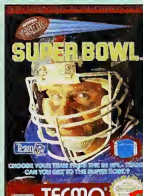
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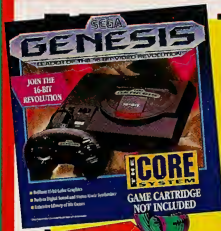
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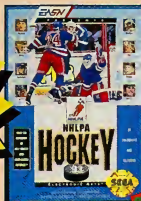
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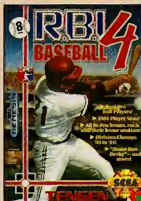
NHLPA HOCKEY '93
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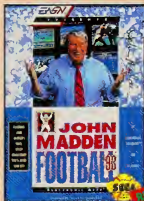
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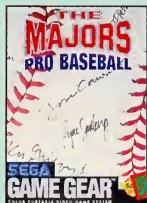
T2: ARCADE GAME
from Arena. 617302



SMASH TV
from Flying Edge. 617302



STREETS OF RAGE
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SONIC 2
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MORE STAR WARS GAMES!

I am a true EGM fan. I am also a big Star Wars fan. I have all the movies, comic books and practically every bit of Star Wars memorabilia available. The two Nintendo games were fun to play and, based on your high Review Crew ratings, I will definitely get the Super Nintendo version as soon as it comes out. But, like any normal game player, I am curious about what is coming out next. The third part of the series was my favorite. Do you know when Return of the Jedi will be coming out? Will it be out for the Super NES?

Lance Hupper
Buena Vista, CO



Artwork for one of the AT-AT walker scenes in *Super Empire Strikes Back!*

(Ed. Wait until you try the *Super Star Wars* cart! This is one great game! Don't expect either of the sequels out in the near future, however, as all JVC/LucasArts could give us was this artist's sketch of one of the action scenes! *Super Empire Strikes Back* (working title and subject to change) will be the next game they plan to produce, followed by *Super*

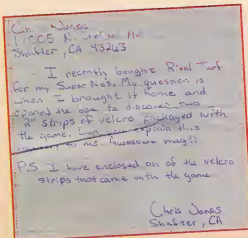
LAST MINUTE UPDATE!

FIGHTING STREET 2 ANNOUNCED FOR PC ENGINE!!

Turbo Technologies Inc. has confirmed today, that Hudson of Japan will be bringing out a 20 Meg PC Engine version of *Fighting Street 2* (another name for *Street Fighter 2*) during the first quarter of 1993. This gigantic turbo chip card will have all of the animations left out of the 16 Meg Super NES version. The card, however, will only be available in Japan and TTI has not been able to acquire the rights for the U.S. Capcom U.S.A., when contacted, acknowledged that such a game will be made for the Japanese market only.



LETTER OF THE MONTH!



Chris Jones of Shafter, CA earns the right to be the weirdo this month after saying Jaleco started packing in strips of velcro with their Super NES Rival Turf games.

We knew that Jaleco has the reputation for making games that blow your socks off so it doesn't come as too much of a surprise that they would try to help the game players out a bit. Chris, take the velcro and stick one piece to your leg and the other to your sock. Stick them together, then turn on the game. Solves that problem!

"I recently bought *Rival Turf* for my Super NES. My question is when I brought it home and opened the box to discover two 2" strips of velcro packaged with the game. Can you explain this mystery to me. Awesome mag!! P.S. I have enclosed one of the velcro strips that came with the game.

Chris Jones
Shafter, CA

WIN AN OFFICIAL EGM T-SHIRT!

Whether you're insane or not, the stupidest letter will always bring home the bacon. If you've got a particularly crazy thought, we'd like to immortalize you with a special edition EGM T-Shirt proclaiming your uncontrollable video game psychosis!



Return of the Jedi in late '93. Both games, as you can tell by the 'Super' prefix in their name, will be for the Super NES. We'll keep you posted as the games progress!

BEST SYSTEM - SUPER NES OR GENESIS?

Now that the 16-Bit systems are down to \$99, I want to upgrade to something better. Trouble is, after scouring all the magazines for the past 6 months, nobody has come out and said which is the best system. You guys are my last hope! Have you determined whether the Genesis or Super NES is better?

Carl Burke
Houston, TX



EGM's 1993 Buyer's Guide is the only mag to rate the systems.

(Ed. For the only honest and objective ratings of games and systems check out *EGM's 1993 Buyer's Guide*. No 'lies' or hokey 'if you like this then get this' type of noncommittal statements as you see in other mags - just the expert opinions from our Review Crew!)

WANTED...SONIC SODA!

Thanks for all the great Sonic 2 info. I couldn't believe your last issue when I picked it up, it was huge! Back in the October 1992 mag, you talked about Sonic soda. I think that it is a great idea and I would like to get a hold of a couple of cans of this special drink. Could you tell me where I can write to in order to get this beverage? If I can get it, how much will it cost? P.S. Enter my envelope in the Letter Art Contest.

Jon Marsley
Getzville, N.Y.



Sega's custom flavored Sonic the Hedgehog sports drink is only available in Japan.

(Ed. Bad news Jon. The much requested Segasonic the Hedgehog sports drink is only available in Japan. Sega of Japan cut a special deal with Asahi to make a grapefruit flavored soda. As of September, the only place you could get the drink was out of the soda machines at the Sega of Japan headquarters. Mass distribution is scheduled for later this year. When Ed was there he cleaned out Sega's machines and brought back a couple dozen cans for the EGM staff.)

STREET FIGHTER 2 NAME CHANGE

In issue 37 I noticed that it featured a Super NES screen shot of SF2 that showed the name "Vega" under M. Bison's strength bar. Later I found out that in the original Super Famicom SF2, the bosses names were rearranged from what we know them to be in the U.S. (Our Balrog is called M. Bison in Japan; our Vega is called Balrog in Japan; and our M. Bison is called Vega in Japan). When I heard about this, I figured that Capcom of Japan screwed up the in its home version for the Super Famicom. Then I realized that the M. stood for Mike and that would make Mike Bison. Did Capcom change the name to prevent any potential problems with our famous boxer? Then did you accidentally run a Super Famicom SF2 pix on page 115?

Davin Erickson
San Diego, CA

(Ed. Very smart Davin! That is exactly what happened!)



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Jaclyn Wismayer, Oakville, ONT

What do you get when you cross a Rembrandt with a Sonic? You get EGM's envelope art! Send us your best scenes and you could win a FREE EGM T-Shirt courtesy of the Biggest and Best Video Game Mag!



Aurelio Galindo, Chicago, IL



Aaron Hernandez, Fremont, CA



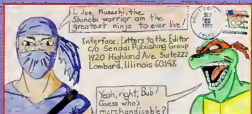
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NEW \$50 B&W SYSTEM!

I have been getting your excellent mag for some time now and your information is always the best and the first in print. Until now! One item which you have not written about is the other black and white portable game system. I don't remember its name, but I did see it in a magazine. You, to date, haven't mentioned or rated any other portable system. How about checking it out and updating us on any new info?

Courtney Edeburn
Cranbrook, B.C.



The Supervision has a 2 3/4" B & W screen and sells for \$50!

(Ed. There is a new B & W system out as you read this. It is called the Supervision and it is made by Watary. It boasts a 2 3/4" square liquid Crystal display; has a 160 x 160 pixel resolution; a 65C02 custom chip; stereo sound and a TV output (you can't do that on a GameBoy!). Eight games were available at the roll-out of the system with 6 per month to follow. The system will cost about \$50 and the games either \$10 or \$16.)

MORE MORTAL KOMBAT CODES

Just finished reading your October issue and while it was good, I was really hoping that you would have at least some of the secret moves of the characters in Mortal Kombat. I've all but stopped playing SF2 and now devote much more of my spare time (and money) to this new game. How about a few moves to save me a lot of money?

Douglas Orlovski
Thunder Bay, Ontario

(Ed. You got it Doug! Check out page 104 in this issue for all the moves!)

EGM GOES TO THE BIRDS!

I could write praising your mag, or I could ask cute questions, but I thought I would just let you know your mag is not just a people oriented publication.

Oh yes, although Jester is only three months old, she (or he) thinks it can play games with me also.

Pat Elms
Dallas, TX



*Polly want a cracker?...
Nah, give him an EGM!*

(Ed. Seems like everybody likes EGM! A parrot that plays games though? Come on! When Jester gets a high score, don't forget to send in a pix of the screen! I don't think we have a jacket in his size.)

SF2 NOW S-NES PACK-IN!

As you always supply me with the most up to date info on video games, I thought that I should return the favor. Today SF2 was released here in England. The shocking news is that Nintendo has a version of the system with SF2 as the pack-in cartridge! Enclosed is a copy of our newspaper to prove it!

Stewart Shimberg
Manchester, England



SF2 is now the pack-in cart with the Super NES in England!

(Ed. Looks like Quartermann was right when, back in the May issue, he said that SF2 was to be the pack-in cart for the Super NES. He just got the wrong continent!)

BALEOG'S BAILED.



NAME: Baleog the Fierc™

HEIGHT: 6'4"

WEIGHT: 230 lbs.

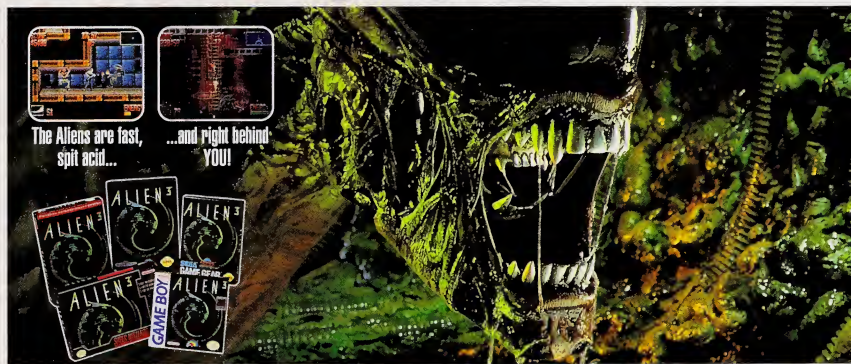
DISTINGUISHING FEATURE: A sharp sword that makes sure things are never dull.

LAST SEEN: Battling funhouse fantasies in an alien Wacky World.

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CIRCLE #211 ON READER SERVICE CARD.

THE GOOD



The Aliens are fast,
spit acid...

...and right behind
YOU!

THE UGLY!





You are a warrior
from the future...



...sent back to
protect John Connor
from the T-1000.



He's back, she's back and it's back!!! And they're hunting for *you* in these hot new sci-fi video game blockbusters. T2™: THE ARCADE GAME™ explodes with all the incredible action of the arcade smash! ALIEN 3™ pits you against deadly face huggers and acid-spitting aliens. PREDATOR 2™ is the final showdown between the intergalactic stalker and L.A.'s finest.

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hours to kill!



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REVIEW CREW

STEVE HARRIS



What was my favorite game of the year? Besides Street Fighter 2 it was probably Super Star Wars. It had great action, excellent looks and enough challenge to make it a winner!

ED SEMRAD



Of all the good games this year it all boils down to two 'perfect' games - Sonic 2 and Street Fighter 2. As good as SF2 is, Sonic ends up on top, as to me, it just offers more variety and more fun.

MARTIN ALESSI



Call me a skeptic, but SF2 blew me away! It convinced me that not all fighters are boring and repetitious. Of course, shooters are #1 in my book, and Space Megaforce took the top spot for me.

SUSHI - X



Why even ask? Street Fighter II is the best, and games like Super Star Wars, Sonic 2, Madden 93, and Road Rash 2 will all have to wait in line behind this megamonster smash hit from Capcom!

Genesis	Sega
Sonic the Hedgehog 2	
Action	Now
12+	8 Meg



Everyone's favorite hedgehog is back in this second installment of the Sonic series. This time, Sonic has enlisted the help of his buddy Tails to help him in his fight against the evil Dr. Robotnik!

This awesome sequel gives you more levels, better graphics and a two player split-screen option for double the fun! There is still tons of hidden stuff for you to search for as well as some incredible new obstacles like the infamous "corkscrew".

Cruise through tubes, jump over traps, and even hop aboard a biplane in a super-Sonic quest to stop Dr. Robotnik once and for all.

Here's a game that's oozing with a lot of hard programming work. This game is a graphic tour-de-force for the Genesis, but I thought the play was a little disjointed. There is definitely a lot to explore, but the game is manic in its approach. None of the levels are too linear, which is both good and bad. A nice follow-up though.

Sonic's back and this time he's bigger and better. The graphics have improved with great colors and new hyper scrolling backgrounds. The music is decent and it sounds as good as the first. The game play is top notch, but there's not enough freedom to explore the huge levels. Not linear but still too straightforward!

Sega's mascot is back in a new adventure that can best be described with a lot of 2s. Being twice as long the game offers more enjoyment for the buck. As a 2 player game, there is twice the fun! The levels are larger and harder and Sonic's new moves are quite innovative. Overall, the best all-round game on the market.

No Genesis would be complete without Sonic 2! The two-player option is the best thing Sega could have done (after all, even Mario shares the spotlight with Luigi and the gang). Highly intense backgrounds, awesome tunes, and wild levels - are everything I have come to expect from a worthy sequel for Sonic!

GAME OF THE MONTH

CONQUER THE WORLD ONE GOAL AT A TIME.



Choose from 24 world-class teams and battle it out for the World Cup! Soccer like you've never seen it before with options like: Multiple offensive/defensive strategies, come-from-behind steals and one-on-one shots at the goal!



Combine this with pulse-pounding music and incredible graphics for the most intense sports game ever to make it to the Sega Genesis! Find out if you have the gusto to take your international team all the way through the World Cup championships and into soccer immortality!



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Compete in practice mode or at professional level!

Develop strategies to succeed against a world of competition!



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CIRCLE #137 ON READER SERVICE CARD.

Super NES	Sunsoft
Death Valley Rally	
Action	Now
20	8 Meg



Your favorite cartoon team has just arrived for the SNES! Help foil Wile E. Coyote's plans of making a quick lunch out of our hero, the Roadrunner!

Twenty levels of non-stop mayhem await you in this loony, cartoony cart. Watch the coyote plunge into a canyon, fly into the side of a cliff, fall from a balloon and be flattened into a hairy pancake! That coyote will never learn!

This game has a great style of play and animation that left me with the impression of a Super NES' Sonic. The play is quicker, however, and anchored by some comical "set-ups" straight out of the cartoon. The play seemed too fast in areas, but with a simple approach filled with plenty for the advanced gamer, this was a joy!

There have been a lot of cartoon translations but none as good as this one. Perhaps the reason can be attributed to the 'look and feel' of the game. In DVR the characters act just like the ones in the popular cartoon. Another new idea is that each level is a whole cartoon in itself with a beginning and an end. Nice touch!

Now this is how a cartoon should be made into a game! I love the way each level is a separate "cartoon" with end boss that coincides with the theme of the levels. The cinematics are great and each one captures the humor of the classic cartoons we grew up to. The game play is tough and could be a little less sloppy.

Yes, yes, yes! The Acme company never could have done this well! Death Valley Rally is extremely funny to play, and the excellent Mode 7 falling scene is worth the price of the game itself! Look out Sonic! The Road Runner is running right on your Tails! A sequel to this comedy extravaganza has to be forthcoming!

Super NES	Electronic Arts
Desert Strike	
Shooter	Now
5	8 Meg



In the latest translation of Electronic Arts' Desert Strike, you are the pilot of an advanced assault chopper armed with the most sophisticated weapons systems ever devised.

Participate in various incursions behind enemy lines while avoiding missiles, surface-to-air fire and myriads of enemy choppers! The action is heavy in this military tour-de-force.

This is a very good helicopter/action game. The many goals are all appealing and the presentation of the cart is also top notch. Some of the play mechanics are a little jerky in areas, but for the most part this game delivers on all of its promises. Not incredibly intense, but satisfying nevertheless.

EA did a very good job in creating a realistic copter game. With this to life missions that take us back to the war in the Gulf, this simulation is one of the best ever done in a cartridge game. While the weaknesses of the system show through, once the play control is learned, the game is manageable.

This is a great port over from the Genesis. The graphics are much more detailed yet the animation is a bit slower. The sounds are a big improvement and the overall game play is very good. Desert Strike has a number of cool features and enough missions to keep shooter fans happy with a unique perspective.

Sayonara, Saddam! Desert Strike is the type of game you must buy if you are truly an American, or at least against dictators in general! This is a little repetitive and hard to control, but the ending is worth the tedious journey, believe me! Who knows, perhaps we can look forward to more EA titles of this genre.

Super NES	NTVIC
Q*bert	
Action	Now
20+	4 Meg



The legendary character from the arcades is back in a new Super Nintendo game! Q*bert is a weird little critter who lives in a world filled with geometric shapes. Q*bert's strange domain has been invaded by other creatures like Froggy, Coily, Slick and Ugg who are out to make Q*bert's life unpleasant!

Help Q*bert hop from tile to tile while avoiding the many enemies that appear!

First off, I must say that I am a big fan of the original Q*bert. I played it for 40 hours straight once. This enhancement of the original would be extremely cool, if the controls and interface weren't so poor. It quickly becomes frustrating when our on-screen hero fails to respond to the appropriate joypad moves. Too bad.

Wow, Q*bert! At first my thoughts flashed back to the horrible control problems that plagued previous attempts but with four different ways of setting up the jumping in this version, it is good to say that NTVIC has a great playing game. The new enemies add more variety to the game play. Nice backgrounds!

I can't help thinking back to old days when plain stacked cubes were high end graphic technology. Anyway, this cart looks and plays like the classic coin-op with a few new twists. The backgrounds are awesome and Mode effects are evident almost everywhere. Controls take getting used to but the game is still fun.

Q*bert is not happy, to be sure! The 16-bit version of this sad tale is lacking in serious game play! Sure, the playing field is cool, and the options are better, but you are talking some serious repetition here! Yikes! Boring quickly becomes the first thing on your mind as you see the same thing over and over and over and over...

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The Valis Sword has now been handed down to a young girl named Lena in this latest adventure in the Valis series.

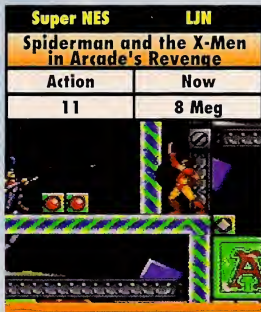
Lena must stop King Gallagher and his evil hordes from destroying what little goodness is left in the world. Possessing a variety of mystic weapons such as laser, chaser and aura, Lena must defeat countless enemies and horrifying end bosses to save humanity!

The latest in the Valis series does a decent job of carrying the theme over to the Super NES. Although the graphics are pretty good and the sound support well done, the action is very slow in the early rounds with next to no challenge except from the Bosses. Once the game gets going, however, the payoff is pretty good.

Super Valis is a worthy successor to the previous versions of the game. While the cart continues the side scrolling adventure series, the game does play smoother and faster than most softs in this genre. Very good backgrounds, lots of weapons and a larger than average seven level quest make this a good value.

Super Valis 4 is a good effort for an action cart on the SNES. The graphics are very good and the music is decent. Surprisingly the cart doesn't slow down and the action gets pretty intense. The cinemas don't have the flair of its CD-ROM counterpart and by overall this is a fun cart to pass the time with. Too easy.

Super Valis is not my idea of a smooth Super NES title. The overall chopiness of the game really disappointed me, but I suppose the next sequel will have this problem ironed out. The still graphics are cool, with very little break up between frames. I'd like to see this on the Super CD, if it ever shows up!



Those ultra-popular comic book heroes are at it again. This time they must each fight their own way out of separate time warps! In order to return our on the time warp, each character must complete two levels of play.

Assume the identities of each of these heroes as you take on droves of bad guys and numerous traps designed to put an abrupt end to your crime-fighting days!

This game has excellent graphics and some incredible music and sound effects. The interaction and storyline are also very well done. The game, however, is little more than a series of mazes that are littered with obstacles and a minimal amount of enemies to overcome. With more targets it could have been better.

LJN has developed one mighty fine game! I like the idea of having to play all 5 characters through two different events each before getting the opportunity to take on Arcade. While not an easy game, this cart will certainly test the abilities of the best players. Good control, decent graphics and a great challenge.

First of all, the fact that you can't select the character you want hurts this cart greatly. Each character is designated a group of levels and you must complete them using only that specific character. Bummer! The graphics and tunes are OK but the sounds get annoying (especially Spider sense). Nice try but no banana.

I had a lot of fun playing my favorite comic book heroes, and I would love to see several sequels starring different comic book legends. The graphics are good, with decent game play to boot. The music could use a little work, but I never read the comics for the excellent soundtrack anyway!



Dr. Wily is up to his evil tricks again, and this time he has created a whole new assortment of enemies to help him! Designed by the fans of the past Mega Man installments, these villains promise to be the most dangerous yet!

Jump, shoot and climb your way through sixteen levels of outrageous graphics. Encounter the likes of Gyro Man and Star Man at the end of each level. Good Luck!

Another entry into a series that should have gone 16-Bit last time. The graphics, sounds and game play are all identical to previous efforts, with new robot creations (and their new weapons) representing the only change. There is no doubt the game is good, but Capcom took it as far as it's going to go on the NES.

Who says the 8 Bit is dead? Capcom did a nice update to the old series. Besides bringing back Megaman's sidekick Rush, it was good to see Capcom adding a few new twists like the cybernetic suitcase - Flip-Top and the new attack robot - Beat. Long levels and hard bosses make this more than a one night stand. Super!

Once again you fight against Dr. Wily's mean and nasty creations. The game play has barely changed since MM3, but there is enough new here to justify a purchase. The graphics are cute and some of the new enemies are hilarious. How about working on a 16-Bit version or poor Mega Man may start wearing a hockey mask.

Okay, so it's an 8-bit title. Big deal. I must admit that I'm hooked on Mega Man. Each sequel looks better than the last, but I just wish it would sneak over to the 16-bit world at about the 6th or 7th sequel! All new bosses with all new weapons await, and I can't wait to stop reviewing it so I can play!

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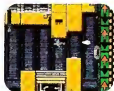


Help Mega Man turn Proto Man into spare parts.

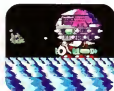
Proto Man's got Dr. Light. But Mega Man is back—ready to put some heavy pedal to the metal to defeat Stone Man, Gyro Man, Star Man, Wave Man, Charge Man and other robotic goons. Use his Mega Buster and Super Arrow to make it to the castle and put Proto Man on the scrap heap forever.



Use your misaligned Mega Buster before this robot gets the jump on you.



When you hit the gravity chamber, it's hard to tell which way is up.



Catch a wave on your hydro-cycle and sink this robot for good.

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CIRCLE #139 ON READER SERVICE CARD.

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Batman's back in this major punch-fest from Konami. Based on the movie sequel, this 8-bit cart boasts some outstanding graphics and sounds.

Bash your way through six levels of dastardly evil-doers and major crime figures like The Penguin and Catwoman. Use the multiple devices at Batman's disposal and pick up life-giving icons along the way. Help the Dark Knight triumph over evil.

This game reaches back to the original Batman for the NES. The graphic presentation is similar, but there is little technique. There are several styles of attack, but the problem in game play lies in a lack of any real enemy character - in battle they all respond the same way. Kill a bad guy and another appears. Yawn.

The Caped Crusader comes out of the movies and into the NES. Considering the system the game plays quite well. I liked the idea of controlling not only Batman but also the Batmobile and the Batski-boat. This adds variety to an otherwise linear game. Having 6 levels helps add to the longevity as does a password.

I am disappointed with the quality of this cart. The first Batman was filled with techniques and interesting game play. This game reminds me of T.M.N.T. with Batman characters. Punch, and jump kick your way through linear levels with extra tough end bosses. Batmobile scenes helped earn this average cart a 6.

Hark, the 8-bit is gasping for air! Can you hear it? Batman Returns would have been a great game three years ago, but hey, this is the 90's! Everything about Batman Returns is decent enough to deserve honorable mention, but who needs outdated graphics, sound, and gameplay anyway?



Gridiron madness returns to the Genesis compliments of Electronic Arts' John Madden Football '93.

Choose from a hefty number of defensive and offensive plays. Throw it long and hope your receiver catches it in the crowd! Then, line up for the extra point and kick it through the uprights! When executing a running play, use your stylish moves to shake the defense. Travel the road to victory with Madden '93.

Another successful follow-up to the series! Like its predecessors, Madden '93 is an all-out gridiron battle with enough options and plays to retain the realism of the sport and absolutely fantastic animation supporting the play. With new digitized scenes and graphic depictions of on-field events, this one is a winner!

EA certainly does know how to make good sports games. Madden '93 is no exception. While die-hard players will rave over the subtle improvements, there is a diminishing returns problem - the previous version was so good that the average player may not think this version is worth the money in buying a new cart.

Hooray!!! Another JM cart for my collection! Again this game is almost flawless in game play. The graphics have minute changes but everything basically looks the same. Still no halftime show, but you get John's voice commenting the major plays. Do the Super Bowl Shuffle with the infamous '85 Bears. Isn't life grand?

John Madden just keeps improving his all-star hit series for the Genesis! Madden '93 is the best yet, jam packed with so many details, plays, athletes, and options to drive a less stable person mad! I love the new animations, like the shoestring catch, and the new digitized voice of our favorite coach potato, John Madden.



Play pinball rock 'n roll style with EA's Crüe Ball. Use your flippers judiciously while trying to keep up with the intense action. Awesome musical tracks straight from a famous rock band will keep you a-hummin' throughout the course of the game.

Blast the various bumpers for extra points. Try to hit the little creatures that taunt you endlessly. A simple theme that always entertains.

This is a solid pinball game with A LOT of different screens, cinematics, and rock & roll music! The pinball action doesn't quite have a real feel to it, the ball bounces around without any real inertia building up as it descends. If you like video pinball you can add a point on to this review. It's true to its theme all the way.

The sign of a really good pinball game is a lot of action. Tons of bumpers and mucho things to shoot at in addition to having ramps and jumps. This game has it all. Best yet, this game has a plot. You must defeat different enemies in each of 9 different levels in order to get to the final Boss in the top screen. Wow! Try it!

This glamorous looking pinball really has nothing radical, the game play is OK, but the ball seems to have a problem with gravity at times. The signs are cool and little graphic EQ's dance to the music in the backgrounds. Lots of little touches in the game play help. The 'Motley' music should have been saved for Sega CD.

Pinball games are hard to find these days for high-end systems. Why? You can count them on your fingers. Anyway, Crüe Ball is a rockin' sockin' pinball game that knows the Crue like no other video game in history. Decent game play added to the crankin' tunes really equal a game that is guaranteed to please.

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If you are ready to try a shooter with a twist then Bio Hazard by Sega may be the ticket. Use various icons to get new and improved weapons. Utilize a robotic pod which circles your ship to aid you in your battles.

Cool scrolling backgrounds and weird aliens await you in this strange realm. Battle huge end bosses by using your "charge-up" weapon of mass bio-destruction. Very smooth animation highlights this shooter.

Although Bio-Hazard's theme and appearance may be unique, the action is pretty straightforward stuff. Many of the battle areas offer up truly challenging conflicts, but for the most part I found the shooter to be treading on familiar territory with nothing in the way of a real twist to perk it up.

Thunder Force 4 it ain't! While Sega's first attempt at a shooter in a long time is a valiant effort, the cart just doesn't hang on as far as challenge and longevity. Shooter fans will want to grab onto this one but the average player will do best to try it out first. Good graphics and an better than average amount of weapons are pluses.

Graphically this is one of the most impressive Genesis Shooters out there, the animations are extremely smooth and the backgrounds are detailed and weird. The sounds support is not so impressive and the game play seems to get repetitive right away. There are a few interesting concepts, but the game never gets exciting.

Too many clones, so little time to waste! Bio Hazard doesn't strike me as a real triumph in design originality or creativity. Anyone can pick this game up a play from start to finish without noticing any intricate details to spice an already over saturated theme. You'll find nothing new here to stave your hunger for shooter fun.



Based on an upcoming movie, Sewer Shark is a CD-ROM shooter which takes you through the sewers of a futuristic city.

Fly through claustrophobic tunnels in search of ratigators and other sewer vermin while using your guns to eradicate them.

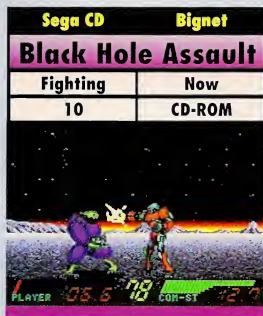
You will gain insight into your mission from Catfish; a probe which travels ahead of you relaying vital information on your journey.

Sewer Shark, although also plagued by a color palette problem, works much better than any of the other games using video. The action is pretty straightforward: guide a cross hair around the screen to take out the animated bad guys. The backgrounds and storyline are all delivered courtesy of the full motion video. Repetitive but good.

Since the Genesis can only display 64 colors, any video footage will obviously look grainy on the Sega CD. However, colors aside, Sony has taken actual footage and made a spectacular playing game. The action literally flies by and really keeps a player on his toes. Very challenging and must be seen!

At first glance this disc looks like the coolest thing since space that pump. After you get over the cool effect of having a full motion video backdrop of high speed tunnel racing, the game is rather boring. Move a cursor around the screen and blast little mushy things. Joy! Cool special effects do not make a great game.

Whoopie! Another full motion video CD game with no plot of real game play. The color pallet needs major work, and what happened to the action? Guiding a crosshair in a repetitive maze in order to blast rodents and bats is not my idea of hot shooter action. My best reaction can be summed up as "wait 'til next year."



The solar system is under attack by aliens wearing special armored attack suits. Our only hope rests with two specially designed prototype fighting machines.

Fight the aliens courageously with the special weapons that each robot possesses. The sound effects and animation are very realistic. There is also a great deal of skill involved in dispatching the aliens to the scrap heap!

Playing off of the hype that Street Fighter 2 has created, Black Hole uses the CD to provide some jammin' tunes and extra memory for great character animations. The action is one of one all the way, with special moves that are pretty cool. The game doesn't have an abundance of variety, but it's fun as a two-player game.

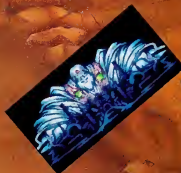
Bignet has done an admirable job in creating a fighting game that involves unusually large characters. With a good variety of moves this futuristic Street Fighter-type game is loaded with technique. Combo moves are important, as is a plan or strategy to be able to take on characters stronger than you. Fantastic music!

While this disc is an improvement on Heavy Nova, that really isn't saying too much. The graphics are a little better and the music is great. The cinemas are cool, but could of easily been done on cart. The game play is good, but seems unresponsive at times. Cool selection of robots and a variety of moves are high points.

The problem with 90% of the games that pop up in this category is that, let's face it, the character interaction is the equivalent of a big nasty. No offense, but without that, the best graphics, the best sounds, and the best ideas are for naught. This is here in Black Hole Assault's programming. As such this is only average.



*One warrior.
One dream.
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Save the scantily clad ladies from the night creatures by shutting the fiends into traps throughout the house! By using strategy and a great deal of clues provided all around the manor, you may be successful - but don't count on it. Be quick about locking the bad guys up or the lives depending on you may be lost.

Live action scenes flow smoothly and are very life-like. Night Trap is an exciting "thinking person's" game.

Although the full-motion video in Night Trap is virtually seamless, the smaller color palette makes many of the scenes somewhat difficult to make out. The acting is, on a whole, pretty bad, although some of the traps reach a cool conclusion. The game is too simple for my liking, but I am glad to see Dana Plato got work.

NT is a game that looks deceptively easy. This is because there are many things going on (on parallel video tracks!) that you can't see without a lot of trial and error and flipping from room to room. Although looking hokey, this just adds to the tongue-in-cheek humor. Not as easy as it looks! A spectacular use of video!

If there were ever a game targeted at the preteen male audience, this is the one. Sega uses their full motion video to delight your eyes with a group of attractive college co-eds wearing interesting clothing. There really isn't much exciting to the game play, the F.M.V. is kind of impressive for the genre. B-rated acting.

Night Trap is the type of title that makes me ask WHY? several times throughout the game. The digitized pictures are decent, but the plot needs some work. After playing for about five minutes, you will quickly lose interest in this one! Still, this is the cutting edge of technology, so accept some glitches here and there.



Get ready for a quantum leap in gaming technology with Cobra Command. Utilizing the technology of the Sega CD-ROM to its fullest, this game looks and plays like nothing you have ever seen.

Pilot your gunship through tunnels, city streets and exotic locales in this totally realistic flight and fight simulator. Choose from three difficulty levels to make the missions even more challenging.

The Sega CD version of this classic coin-op laserdisc game scores some big points for presentation, but its execution is a little thin. You guide a cursor over attacking targets that are presented via the CD's full-motion video. The animated adventure lacks vibrant colors, but it is the best show piece the unit has so far.

Based on the old laser disc arcade game of the same name, Sega has obtained the rights to do a Sega CD version and this game is quite good. While not all of the animation is present and the game increments rather coarsely once the player gets use to the way it controls, the game isn't too bad.

Why are all the new Sega CD games focusing on cinema effects? This game is a decent arcade translation and offers most of the thrills of its high-tech cousin. The game really gives you no control over your copter, and you end up moving a cursor and shooting while watching a cool extralong cinema display.

This is the most impressive CD title featuring cinema interaction so far, but it needs more player control! What good is cool graphics without the ability to explore your playing field and make some choices? This title reminds me of Sewer Shark but is executed a little better. It's a great first generation game for the Sega CD!



Bobbin Threadbare is a young member of an ancient sect known as the Guild of Weavers. Bobbin must combat the dark forces of Chaos in order to save the world from impending doom.

In this sprawling CD-ROM adventure, you will aid Bobbin in his epic quest. Bobbin must use his magic staff, learning spells as he goes along. A beautiful soundtrack adds to the fun.

This game brings new meaning to the term "cerebral play." Loom invites you into a fantasy world with a completely unique form of interaction. The process of acquiring new weaves to proceed through the game is interesting and even though the pace is not lightning fast, I liked the set-up and execution of the concept.

Talk about moving slow! If the box didn't say Super CD I would hardly know it. While some spots require thinking and planning, many others are more decoration than anything and it would be good to be able to get through them quickly. Too slow for me but great graphics and a very challenging game otherwise!

This game is so different you'll either like it or you don't like it. The concept behind it is very cool and learning music to perform advanced techniques is quite original. The game is not too long and once you figure out the puzzles you really don't want to play through a 2nd time. Great musical score and colorful graphics.

Loom brings a new twist of gaming interaction to life, with unique interfaces to master, and several quests to complete. Still, this game lacks a little in the excitement department although the game play is solid. Well, if you get bored with the game, at least the soundtrack is a masterpiece of music! I'll wait for the sequel.

Turbo Duo		Natsume/T.T.I.	
Dead Moon			
Shooter	Now		
6	4 Meg		



Aliens have landed on the moon with the intention of taking over the world. It's your job to fend off the impending alien invasion, or die trying.

Six levels of fast-paced action await you in a cart that has finally reached the U.S. Power-up the four weapons of your choice, using the one that is best suited to your own style. The mega-hot graphics will blow you away!

This game was a real blast when I first played it over a year ago. It shows its age next to other blasters, but still remains a good addition to anyone's shooter library. The game's rich detail and smooth interaction is tainted by a short adventure, but the trip is worthwhile and guaranteed to put even top gunners to the test.

It is good to see that someone is finally bringing out this super shooter. Although old it is hard to tell it from the intense action on the screen! Spectacular bosses, lots of power-ups and a good variety of weapons, all displayed on excellent backgrounds make this one of the best shooters for the Turbo!

This is shooter that is long overdue. The game resembles a side scrolling Blazing Lazers with less power-ups. The graphics are stunning and the music is extremely well done for a cart. The game play is great and provides solid shooting action from start to finish. The cart is too short and there's not enough weapons.

Dead Moon is a top notch shooter that Turbo owners shouldn't pass up. While taking its sweet time to reach the states, it lost a few hairs, but it still has plenty of life in it! Great power-ups, bosses, and smooth game play are masterfully done. Though it's a ripe fruit, very few will taste as sweet.

Turbo Duo		Taito/T.T.I.	
Hit the Ice			
Sports	Now		
N/A	3 Meg		



"I went to a fight, and a hockey game broke out!" After playing Hit the Ice, you may feel the same way! Pick your fighter, err I mean **player**, from a variety of knuckleheads too unethical to make it into the big leagues. Each player has his own set of dirty moves which can be utilized during the course of the game. The crowd even gets in on the action, throwing their garbage onto the ice!

This might sound cold, but Hit the Ice is nothing more than an average sports title for the Turbo. There was alot lost in the translation from the coin-op. The graphics are good, but the game play suffers due to oversized characters and imprecise control. The Turbo needs to concentrate on features other than the Turbo Tap.

The arcade game featured some of the fastest action around and once the player gets the hang out of the controls and gets good at the different passes, the game really gets intense. The fights are great and add to the enjoyment, but, like most Turbo sports games, plug in the Turbo Tap, get three friends and have a ball!

This is your typical hockey game and really doesn't do much of anything different to compliment the sport. There are fights of course and plenty of rough plays. I don't like the side scrolling view and the game play is sloppy. The graphics are cool, but the players are big and clumsy. A slightly above average sports title.

This is one of the best sports games for the Turbo! With highly animated athletes and dynamic detail, Hit the Ice really brings the hockey experience you want! The free-for-all brawls are great, with even the crowd joining in! Besides the utter bludgeoning of your opponents, the game play is fairly smooth.

Game Gear		Arena	
Alien³			
Action	Now		
15	2 Meg		



Ripley is back and so are those pesky aliens! Make your way through the isolated prison outpost while combatting hordes of the merciless xenomorphs.

Your situation is not altogether hopeless; scattered throughout the prison are weapons like flamethrowers, pulse rifles and grenades. Use these wisely and you may make it out alive. Fifteen levels of horror await you!

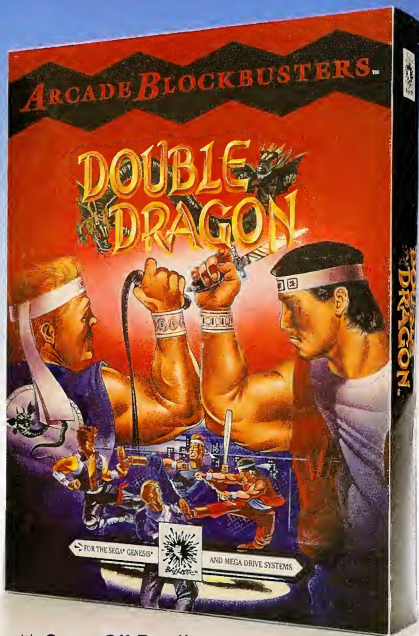
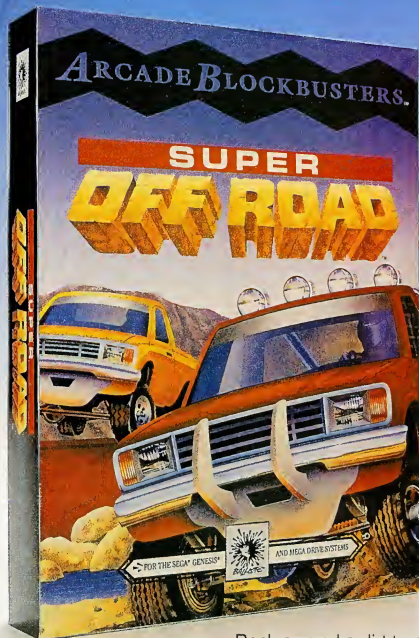
Similar to the Genesis version, the GG Alien 3 deviates from the movie but dishes out a solid piece of action and maze play all rolled up into one. As Ripley, you must collect weapons to take out the onslaught of alien monsters, while locating fellow prisoners and releasing them from captivity. A nice adventure title.

Game Gear games are really getting quite good considering that they are low meg and run on an 8 bit machine. Alien 3 is clearly one of the best seen to date as it not only plays very well, but it also is quite easy to see the action on the small screen. For gaming on the go this version has it all over the GB cart!

One of the coolest Game Gear carts I've played in a long time, this game play is very tough and the aliens are ruthless. Plenty of weapons to ward the xeno-pests with. The mini cinemas are even impressive for a portable cart. Great game play and graphics combines with a cool theme make this a winner. A bit unfair, but solid.

Aliens should learn their lesson: don't mess with that Ripley chick! Taking Aliens 3 on the road is the most appealing aspect here, as the game play is nearly identical to its 16-bit bro. Stunning colors really light up the Game Gear screen, and even the music is decent. If slimming alien varmints is your style, prepare yourself!

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Bank has hit the GameBoy! One of the most popular video game figures is now available to go!

Return to the times of the cave-men as you help Bank to rid the world of the evil King Drool. Use Bank's unusually hard cranium to dispatch the kooky enemies that come his way! Headbutt flowers for power-ups and eat meat to become invincible. A sure hit with the younger gamers.

There's not much you can say to knock this little guy. The game is Bank, pure and simple. The technical limitations of the machine are really glaring, however, and it's often difficult to plot your course without losing sight of where you're going. But if you like the Bank game, this portable version shouldn't disappoint.

Bank is back in an all new adventure! All of the fun from the color version has been translated to the GB cart including the hidden bonus rounds, the killer Grand Bank move and the various power-ups. Charge up Bank twice and check out what he looks like with hair! Lots of fun and great for the younger players!

I was very impressed by this cart! My first thought was "A Turbo game scaled down for GB has got to be cheezy!" I was wrong. The game play is phenomenal and the graphics and sound support are top of the line as far as GB is concerned. The bad points are excessive blurring that hurts my eyes and overly easy levels.

While it is cute to see the Turbo hero appear for the GameBoy, I am deeply disturbed by the blurred backgrounds and chopped up game play. Let's face it! This is a Turbo game, and should never appear on a Nintendo system! What's next, Bank for Game Gear? Let's get real folks! I want new titles!



What do you want, man?!?!? The happy, happy adventures of the crazy cartoon duo can only happen on the GameBoy! Follow these two space faring dolts as they search for new challenges (besides getting that dried booger out of their nose) in the last frontier! Look for some of their famous antics at every turn as you control both Ren and Stimpy intermittently through several high-paced challenging levels!

This side-scrolling adventure game has some great intros and graphics that are true to the series. The action is well-done, although there is very little in the way of heated battles. The game is more of an exercise in avoidance since the main goal is to simply not get hit. May sound simple, but the game is actually not half bad.

The dynamic duo of the '90s has moved from their cable TV show into the game systems. The GB version is quite good as the characters remain faithful to the show. Although the graphics are OK, the game play is what makes the game. Fans of the show will really go for this cart, but I think the S-NES version is the one to wait for!

This cart proves to be a lot of laughs. The cinemas and digitized voices capture the most humorous aspects of the popular TV show. The game play however is very basic jump and shoot action. Nothing revolutionary, but still lots of fun because of the humor content. Games need a little more than a hot title and humor.

Ren and Stimpy are a lot of laughs, but on the GameBoy, the intensity just isn't there. Many of the humorous antics of the terrible twosome are present, but the game itself isn't anything to shout about. This game is only for younger kids who don't crave hot, intense action like the pros. Unhappy, Unhappy, Cry, Cry!



The classic legend Pit Fighter is now ready to battle on the move! As one of the first 4 Meg Lynx cartridges, Pit Fighter has some of the most intense animations ever seen on a portable system! You are either Kato, a karate master; Ty, a kick boxing champion and veteran of the Pit; or Buzz, an ex-wrestler with a taste for danger. Control these Pit Fighter as they battle toward the ultimate foe, the Masked Warrior!

You have to review this game on two levels. Although it bears the name Pit Fighter, you're likely to be highly disappointed if that is what you expect. The game you get is a decent head-to-head fighting game for the Lynx. The graphics aren't great, but the controls and interface deliver a decent challenge.

Pit Fighter has really made the rounds. Having been on virtually all systems, the Lynx version when compared to the rest actually comes out pretty good. While the animation is somewhat choppy, the game does play fairly well. The graphics are nothing to write home about but if you have a Lynx, this game is worth getting.

This is one of the best translations of I've seen. The graphics are well animated and the action is very fast. The game play is accurate and the computer is tough. The music is weak as is the case with most Lynx softs. I would say that 4 Meg Lynx carts are the wave of the future. Great low blows and cheap moves.

Since few action fighting titles are available for the Lynx, Pit Fighter may fill the void for a little while. Unfortunately, very little of the arcade experience has been preserved in the Lynx translation. While still a decent fighting game, it bears little resemblance to the original. It does have decent control, and now I'm out of room...

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need another
Super NES™ Controller,
and there is
a sea of options.





Only one's



SLEEK. EFFICIENT. EVEN FEARED.

ONLY ONE CONTROLLER STRIKES

WITH THIS KIND OF POWER. ONLY ONE

CONTROLLER CAN INSPIRE TERROR IN THE HEART OF

YOUR OPPOSITION, OR GIVE YOU THE EDGE AGAINST THE TOUGHEST SUPER NES GAMES. WE CALL IT THE ASCIIPAD.



INDEPENDENT TURBO CONTROL gives you the most powerful bite. Twenty shots per second will break your opponents down in no time.

AUTO TURBO. It's like a continuous feeding frenzy. Hands-free, and fully-automatic, too. And, like Turbo Control, you get to pick which buttons to power up.

SUPER NINTENDO
ENTERTAINMENT SYSTEM



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SLOW-MOTION means you'll never rush through a meal. Get the time you need to master the newest and toughest games. After all, they're not getting any easier.

ADVANCED DESIGN AND A COMPETITIVE PRICE. When you're hungry to win, reach for the controller with some bite. **THE ASCII PAD, FOR THE SUPER NES. USE IT OR LOSE IT.**



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NINTENDO

Bar VS Radioactive Man

Action Acclaim

Widget

Action Atlas

Mega Man 5

Action Capcom

Best of the Best

Fighting ElectroBrain

Ultima: Warriors of Destiny

RPG FCI

Goal Two

Sports Jaleco

Young Indiana Jones

Action Jaleco

Terminator

Action Mindscape

James Bond Jr.

Action THQ

RC Pro Am 2

Sports Tradewest

Prince of Persia

Action Virgin

SUPERNES

The Duel: Test Drive 2

Action Accolade

Warp Speed

Action Accolade

Might & Magic 2

Action Amer. Sammy

Combatribes

Action Amer. Technos

Blazeon

Action Atlas

Azaka Blitzkrieg (for Super Scope)

Shooter Bandai

Balls VS Blazers

Sports Electronic Arts

Jeopardy

Strategy Gametek

The Hunt for Red October

Action Hi-Tech

Goal

Sports Jaleco

Chester Cheetah

Action Kaneko

X-Zone (for Super Scope)

Shooter Kemco

Gemfire

Action Koei

Cal Ripkin Baseball

Sports Mindscape

GODS

Action Mindscape

Wing Commander

Action Mindscape

Push Over

Action Ocean

Lethal Weapon

Action Ocean

Addams Family - S. Hunt

Strategy Ocean

Wordtris

Strategy Spectrum

On the Ball

Action Taito

Sonic Blastman

Action Taito

Cyberspin

Action Takara

Pro Quarterback

Sports Tradewest

GENESIS

Amazing Tennis

Sports Absolute

Super BattleTank

Simulation Absolute

Tecmo World Cup

Sports Atlas

Micro Machines

Action Camerica

Lotus Turbo Challenge

Action Electronic Arts

Risky Woods

Action Electronic Arts

Road Rash 2

Simulation Electronic Arts

Super WWF

Sports Flying Edge

Jeopardy

Strategy GameTek

The Gadget Twins

Action GameTek

Uncharted Waters

Action Koei

TMNT: Hyperstone Heist

Action Konami

Sunset Raiders

Action Konami

Cal Ripkin Baseball

Sports Mindscape

Outlander

Action Mindscape

Jerry Gianville Footbrawl

Action Razorsoft

James Bond

Action Tengen

Paper Boy 2

Action Tengen

Great Waldo Search

Strategy THQ

Championship Pro Am

Sports Tradewest

Pro Quarterback

Sports Tradewest

Sorcerer's Kingdom

Strategy Virgin



ELECTRONIC ARTS SPORTS NETWORK

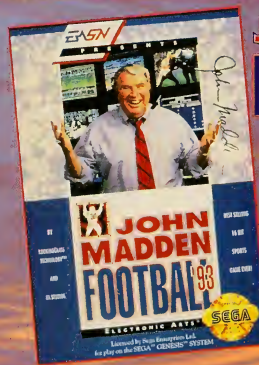
HOT PICK OF THE MONTH

ELECTRONIC ARTS SPORTS NETWORK

Global Gladiators	Action Virgin	Samurai Assault	Action Namco/TTI	Out of Gas	Action FCI	Chakan	Action Sega
Stellar 7-CD	Simulator Dynamix	NEO GEO		Humans	Action Gametek	Evander Holyfield Boxing	Action Sega
Adv. of Willy Beamish-CD	RPG Dynamix	Art of Fighting	Fighting SNK Home Ent.	Terminator 2 - Arcade Game	Action LJN	Defenders of Oasis	Action Sega
Wolf Child-CD	Action JVC	GAMEBOY		Crash Dummies	Action LJN	Home Alone	Action Sega
Batman Returns	Action Sega	Alien 3	Action Acclaim	Battleship	Action Mindscape	The Majors Pro Baseball	Sports Sega
INXS Music Video Game	Entertainment Sega	Krusty's Fun House	Action Acclaim	Wordtris	Strategy Spectrum	Lemmings	Strategy Sega
Prince of Persia	Action Sega	Centipede	Action Accolade	Megalit	Strategy Takara	Streets of Rage	Fighting Sega
Hook	Action Sony	Universal Soldier	Action Accolade	Ren and Stimpy	Action THQ	LYNX	
Make My Video	Entertainment Sony	Little Mermaid	Action Capcom	Spot's Cool Adventure	Action Virgin	Dirty Larry	Action Atari
TURBO GRAFX		Mega Man 3	Action Capcom	GAME GEAR		Dracula	Action Atari
Somer Assault	Action Atlus/TTI	Best of the Best	Fighting Electrobrain	Alien 3	Action Arena	Pit Fighter	Fighting Atari
Time Cruise	Pinball Face/TTI	Bionic Battler	Action Electrobrain	Bart VS The Space Mutants	Action Flying Edge	Double Dragon	Action Telegames
Shockman	Action NCS/TTI	King of Crusade	Action Electrobrain	Ariel, the Little Mermaid	Action Sega		

GAME RELEASES FOR NOVEMBER, 1992 APPEARING IN LOCAL STORES NOW!

FOR SPECIFIC PRODUCT INFORMATION CONTACT THE COMPANIES LISTED BELOW. Information below was supplied by each of the individual companies, and is current as of September 20, 1992.



JOHN MADDEN FOOTBALL '93

FOOTBALL'S GREATEST LINEUP EVER!

The best selling 16-bit sports game ever just got better! Now with 38 pro teams, including the 8 greatest-ever and 2 All-Madden teams, plus John Madden's voice-color commentary you won't want to turn off!

Also includes: split-screen playcalling, no huddle offense, QB stop clock play, tougher computer opponents, new team and player stats saved throughout the playoffs, and a battery backup so no passwords are needed.



WELCO
METOT
HENEX
TLEVEL

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Team 

NO

*An interview with Tom Walsh—Raider's Asst. Coach/Co-Designer
Sega™ NFL Sports Talk Football '93 Starring Joe Montana.™*

pain-killers.

How is the new NFL Sports Talk Football '93 better than the previous one?

For starters, we used a new process called digitized animation. It's about ten times more realistic, because we actually filmed a real player, Marcus Wilson, running through the plays. We then digitized the image, so it's virtual reality.

No contracts.

How are the plays different?

The previous game had 50 or so plays. The new one has thousands. I worked with Joe Montana to develop a play book based on the real NFL team plays, and each team's plays will be different. The more plays you know, the better you'll do.

No cheesy

So it's like coaching a real team.

Exactly, right on down to knowing the characteristics of individual players and teams. Your skill at choosing the right play at the right time determines whether or not you will beat the opposing team. Just like the real thing.

half-time entertainment.

Could it actually be used to train real players?

Actually, people have said that it would make a good coach's helper, kind of like a live textbook. I used to play football with the guy who developed the game for Sega. And when he approached me to do this, the goal was that it was to be the most realistic and authentic video sport game out there. I think we succeeded heavily. It's a really terrific game.

(Other than that, pretty realistic football.)



EGM'S TOP TENS



NINTENDO

1	2 MONTHS	-	TECMO, TECMO SUPER BOWL
2	1 MONTH	Δ	AMERICAN SAMMY, MIGHT & MAGIC
3	3 MONTHS	Δ	ENIX, DRAGON WARRIOR 3
4	1 MONTH	Δ	PARKER BROS., MONOPOLY
5	3 MONTHS	∇	NINTENDO, SUPER MARIO BROS. 3
6	3 MONTHS	∇	NINTENDO, TETRIS
7	3 MONTHS	∇	KONAMI, TMNT: THE MANHATTAN PROJECT
8	2 MONTHS	∇	NINTENDO, SUPER MARIO BROS. 2
9	1 MONTH	Δ	NINTENDO, ADVENTURES OF LINK
10	1 MONTH	Δ	KONAMI, CONTRA FORCE



SUPER NES

1	3 MONTHS	Δ	CAPCOM, STREET FIGHTER 2
2	1 MONTH	Δ	NINTENDO, SUPER MARIO KART
3	2 MONTHS	∇	NINTENDO, MARIO PAINT
4	1 MONTH	Δ	NINTENDO, NCAA BASKETBALL
5	1 MONTH	Δ	ENIX, SOUL BLAZER
6	2 MONTHS	∇	NINTENDO, SUPER PLAY ACTION FOOTBALL
7	1 MONTH	Δ	TRADEWEST, SUPER DOUBLE DRAGON
8	1 MONTH	Δ	KONAMI, TMNT 4
9	3 MONTHS	∇	NINTENDO, LEGEND OF ZELDA: LINK TO PAST
10	1 MONTH	Δ	ACCLAIM, SIMPSONS: BART'S NIGHTMARE



GENESIS

1	1 MONTH	Δ	EA, NHLPA HOCKEY '93
2	1 MONTH	Δ	SEGA, NFL SPORTS TALK FOOTBALL
3	3 MONTHS	Δ	SEGA, TAZMANIA
4	1 MONTH	Δ	TENGEN, RBI 4
5	3 MONTHS	∇	SEGA, EVANDER HOLYFIELD BOXING
6	2 MONTHS	∇	SEGA, DRAGONS & DRAGONS
7	3 MONTHS	∇	EA, JOHN MARDEN FOOTBALL '92
8	1 MONTH	Δ	EA, TEAM USA BASKETBALL
9	2 MONTHS	-	EA, DESERT STRIKE
10	2 MONTHS	∇	FLYING EDGE, ALIEN 3



TURBO DUO

1	1 MONTH	Δ	WORKING DESIGNS, COSMIC FANTASY 2 [CD]
2	1 MONTH	Δ	TTI, ORDER OF THE GRIFFON
3	1 MONTH	Δ	HUDSON / TTI, NEW ADVENTURE ISLAND
4	1 MONTH	Δ	TTI / PALCON
5	1 MONTH	Δ	HUDSON / TTI / NEUTOPIA
6	1 MONTH	Δ	IREM / TTI / VIGILANTE
7	1 MONTH	Δ	HUDSON / TTI / WORLD CLASS BASEBALL
8	1 MONTH	Δ	JVC, TTI / LEGENDARY AXE
9	1 MONTH	Δ	NAMCO, TTI, FINAL LAP TWIN
10	1 MONTH	Δ	HUDSON / TTI, DRAGON'S CURSE



GAMEBOY

1	2 MONTHS	Δ	NINTENDO, KIRBY'S OREAM LAND
2	3 MONTHS	∇	NINTENDO, SUPER MARIO LAND
3	1 MONTH	Δ	NINTENDO, BASEBALL
4	3 MONTHS	∇	NINTENDO, YOSHI
5	1 MONTH	Δ	INTERPLAY / FOUR IN ONE FUNPACK
6	3 MONTHS	∇	NINTENDO, DR. MARIO
7	1 MONTH	Δ	ACCLAIM, SIMPSONS 2: BART V JUDGEANRATS
8	1 MONTH	Δ	KONAMI / QUARTH
9	2 MONTHS	∇	NINTENDO, TENNIS
10	2 MONTHS	∇	VIRGIN GAMES, CAESAR'S PALACE



LYNX

1	1 MONTH	Δ	ATARI, NFL FOOTBALL
2	1 MONTH	Δ	ATARI, BASEBALL HEROES
3	1 MONTH	Δ	ATARI, PINBALL JAM
4	1 MONTH	Δ	ATARI, SHADOW OF THE BEAST
5	1 MONTH	Δ	ATARI, STEEL TALONS
6	3 MONTHS	∇	ATARI, RAMPART
7	2 MONTHS	∇	ATARI, ZALOR MERCENARY
8	3 MONTHS	∇	ATARI, GAUNTLET
9	2 MONTHS	Δ	ATARI, BLOCKOUT
10	3 MONTHS	∇	ATARI, BATMAN RETURNS

Babbage's
America's Software Headquarters

The information below is provided by Babbage's and is current as of October 22, 1992.

LONGER PLAY OR YOUR MONEY BACK

No Need To Push!

Longer Play
OR
Your Money Back!



Control directional movement with just a touch of your finger (no need to push).

- Longer Play
- Higher Levels
- Quicker Response
- Faster Motion
- No more Sore Thumbs
- Better Control
- Higher Scores
- Turbo Action

For use with Sega Genesis® and Master System®

Get the touch, get Turbo Touch 360—the breakthrough, high-tech video game controller that is so easy to use that it lets you play as long as you want. Just pass your finger or thumb over the sensor plate—no need to push—and you have total control of your game. Now, make moves like you've never made before and really get into the game. Turbo Touch 360 adds up to quicker response, faster motion, no more sore thumbs, better control, higher scores, more fun, higher levels and longer play. Triax is so sure that you will enjoy extra hours of effortless play that if you don't, we'll refund your purchase price. Get in touch with the next generation of controllers. Get the Turbo Touch 360 and enjoy extra hours of exciting play.



For use with Super Nintendo Entertainment System®



For use with Nintendo Entertainment System®

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Call 1-800-858-7429 for the name of your nearest Turbo Touch 360 retailer

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CIRCLE #180 ON READER SERVICE CARD.

TOP TEN BIGGEST AND BADDEST BOSSES

Our staff has picked out the biggest, baddest, meanest end bosses that we've seen in the past few months. The most impressive bosses are found in SNK's Viewpoint, as well as Konami's Contra 3 and Axelay. Viewpoint gets the top spot for huge bosses that just won't quit!



VIEWPOINT

SNK's third level boss has 3 modes of aggressive attack!

CONTRA 3

Play on hard mode for a Konami style ending you won't forget.

AXELAY

Konami does it again with 3 attack forms and a bad attitude.

CONTRA 3

Go to level 2 and get blown away by this Mode 7 monster!

SMASH TV

Survey says: "Stay away from Acclaim's unfriendly host!"



GATE OF THUNDER

Boss 4 is a wicked two section armored mech. Thank you T.T.I.!

SPACE MEGAFORCE

A shooter from Toho that has great bosses even on level 1!

SHINOBI 3

Sega's boss on level 3 would love to have you for dinner.

AIR ZONK

This 1st boss from T.T.I. will absolutely amaze you.

SUPER MARIO 4

Still impressive, even though it's the oldest SNES cart out there.

JAPAN'S TOP TENS

Ever wonder what kind of carts Japanese gamers are getting into? Here's the latest info hot off the press from Japan! Role playing and simulation games are usually the most popular in the Land of the Rising Sun. Once in a while, however, great games like Super Mario Kart or Street Fighter 2 will capture their imaginations.

SF-Super Famicom / FC-Famicom 8-Bit / GB-GameBoy
All Japanese Top Ten info was reprinted from the 10/30/92 issue of Famicom Teushin Weekly, ASCII Corporation.



DRAGON QUEST 5 / SF

Japanese gamers are going crazy over Enix's cutting edge RPG!

SUPER MARIO KART / SF

Mario combined with F-Zero is twice the fun from Nintendo.

STREET FIGHTER 2 / SF

This fighting game legend from Capcom is still going strong.

SUPER MARIO U.S.R. / FC

Nintendo brought the U.S. version of Mario 2 to the Japanese 8-Bit.

THE ADMIRAL'S DECISION / SF

This naval warfare simulator from Koei is quite popular in Japan.



SUPER GACHOPAN WORLD / SF

Bandai took SD and made a war simulation with the popular theme.

BIG BATTLE STRATEGY / SF

The Japanese sure love sims. Try land and sea warfare from Ascii.

DERBY STALLION / FC

Ascii lets you place your bets at the races in this unique simulation.

RING THE FROG'S BELL / GB

Nintendo's weird attempt at action blended with role playing on the go.

SUPER MARIO WORLD / SF

Mario 4 is over 2 years old and still remains popular with the 'in' crowd.

Please Note That The Editors' Picks Represent EGM's Favorite Games and Not All Titles May Be Available When You Read This. Prototypes Are In Red.

EDITORS'

EGM's Favorite Games!



Accolade's BUSBY



#1

1 MONTH

•

It takes a pretty phenomenal game to knock Street Fighter 2 and Super Star Wars out of the top spot. Busby from Accolade is just the cart that can do it. This 16-Meg wonder brings you the best elements of Sonic and Mario with incredible animation, mind blowing game play, and a totally cool character! It's "HOT!"

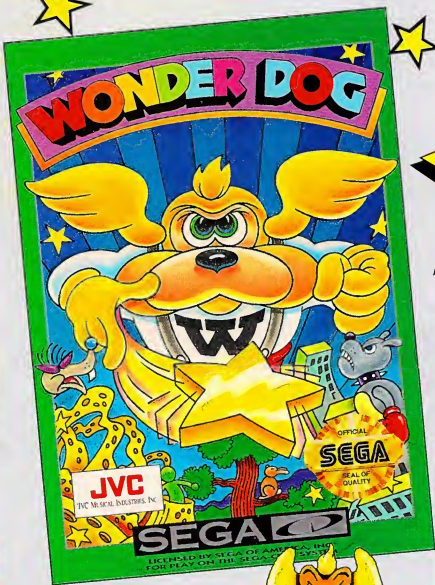
NAME OF GAME / SYSTEM	RANK	MONTHS	+/-
SUPER STAR WARS / SUPER NES	2	3	▽
JOHN MADDEN '93 / GENESIS	3	2	△
CYBERNATOR / SUPER NES	4	1	•
STREET FIGHTER 2 / SUPER NES	5	3	▽
SUPER MARIO KART / SUPER NES	6	2	▽
SPACE MEGAFORCE / SUPER NES	7	3	△
SONIC THE HEDGEHOG 2 / GENESIS	8	2	▽
SUPER NBA / SUPER NES	9	1	•
WONDER OOG / SEGA CD	10	1	•

The EGM Editors' Top Ten is Based On the Personal Preferences of the Review Crew and is Not Based On Any Type of Babbage's Sales Info

CD-Action Unleashed.

Unleash the gaming muscle of the Sega-CD™ with the wildest, wackiest arcade-action game you'll ever play: *Wonder Dog™*

The hottest new star in the video-game galaxy will lift your gaming experience to another world. So check out the future of arcade-action gaming...you're bound to C D difference.



MORE
GRAPHICS, ENEMIES,
PICK-UPS, HIDDEN ZONES,
INVISBLE ITEMS, MUSIC TRACKS,
SOUND EFFECTS, AND
HIGH-WIRE ARCADE GAMEPLAY
THAN A CART
COULD EVER HOLD!



Cartoon-quality animation brings to life Wonder Dog's narrow escape from the invading Pitbully Space Armada on his home planet of K-9.



In Bunny Hop Meadow you'll take on many mutts, rascally rabbits and dizzy ducks as your long journey back to free K-9 begins.



You'll get down and dirty in the Underground, where you'll have to dodge dog-eating earthworms, gnomy moles and pesky gophers.



Climb in the ring with boxers in Dogsville and wailing alley cats in the Scrapyard—maybe you'll even find a hidden zone or two...or three.



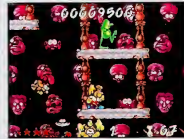
Then you're off to Loony Moon to face mutant martians, giant space rats and a wild assortment of space cadets on the swiss-cheese tundra.



Wipe out the entire Pitbully armada and save your home-planet K-9 from tea-pot droids, hovering bull-flelds and frumpy helmet heads.



Cut through Planet Foggia and plug-up the poisonous-gas-spewing, Zonker and his smoke-hurlin' buddy, Hulkar.



Anything can happen on Planet Weird: flying pigs, falling monkeys, invisible aliens...and it always feels like someone's watching you.

OVER 400 ENEMIES



JVC
JVC MUSICAL INDUSTRIES, INC.

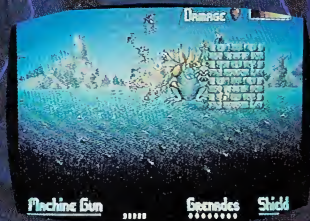
JVC Musical Industries, Inc., 3800 Barham Boulevard, Suite 305, Los Angeles, CA 90068
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SEGA
WELCOME TO THE NEXT LEVEL™

DEATH

It B
Whole N
to Disarm



8 MEGABIT
16 BIT GRAPHICS

LICENSED BY SEGA FOR PLAY ON

SEGA
GENESIS
16-BIT CARTRIDGE



This official seal is your assurance that this product meets the highest quality standards of SEGA. Buy games and accessories with this seal to be sure that they are compatible with the SEGA™ GENESIS™ SYSTEM.

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ings A
w Meaning
Your Enemy....

Reader's International
Name:
Address:

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DEATH DUEL POSTER

Send This form plus \$3.00 postage and handling to:
Reader's International • 7416 N. Broadway • Oklahoma City, OK 73116
Age: _____

Please Allow 4-6 Weeks For Delivery

NOTICE

Contrary to published reports, Death Duel has been banned only in certain European countries; however, it is still legal in all 50 states as of the date of this notice. Any reports indicating otherwise are unfounded.

US 0-2517-S92

NOT SUGGESTED FOR CHILDREN UNDER 13

razor
Soft®

CIRCLE #104 ON READER SERVICE CARD.

GAMING GOSSIP

...EA's 3D-O System Nears Completion...New Madden Football Game...Jaguar Update...Menacer Gets T2...
...Malibu Gets Street Fighter 2 Comics...Tradewest Joins Genesis Ranks...Double Dragon Movie...Bubsy A Hit...

...Well done kiddies! The Sultan of Scoops, Quartermann, is back once again with tons of inside info from behind closed doors! Yours truly has gone to great lengths to lock up the brightest news in the biz, with gossip so good I should be slapped! Before you turn that page, let's get going...The super secret Electronic Arts game machine is rolling closer to the starting line! Inside VIPs have told yours truly that the 3D-O project unveiled in these pages for the first time last month, has development systems readied and plenty of programmers waiting in line! The CD console, which will have game downloading capabilities, is rumored to be called the Opera and several conferences have officially introduced the unit to the programming public. Initial word to the Q-Mann says this thing is hot...Have you ever wondered what happened to foosball? I haven't...Don't be surprised if the Madden series continues well beyond part three! Rumor has it that a rental-only version of the pigskin classic could be in the works...

...Quartermann is giving a new thumb tack in the eye award to the most fecal corporate decision making of the month. While the initial demo of Atari's Jaguar is truly eye-popping, the company's suits are rumored to have lobotomized the machine by taking out half its brains! The system now has only one meg of operating RAM - erecting a brick wall in front of the chances of any super softs. On the street with a dozen games by April? You're living in a dream world pal...Look for Star Trek: Deep Space Nine to be coming to a video game screen sometime next year...EASN has successfully pow-wow'd a settlement with sports network ESPN over the use of a logo. The use of a logo? Don't worry EA, with games this great it doesn't matter what you call them, I say you're kick...

...Late breaking news from the cats at Sega! The Menacer light bazooka-gun-type-thingie will not only come with a cart filled with six boring target titles, but the wonderfully intense Terminator 2: The Arcade Game from Acclaim! If you want my opinion, I would have bought the Sega gun just to play T2, but as a pack-in, the Q-Mann is a sure sale...You didn't think you'd get through this column without hearing about Street Fighter 2, did you? Following up on a scoop the Quartermann dug up some time back, it now looks like sizzling hot Malibu Graphics will be dishing up the further illustrated adventures of Capcom's popular World Warriors! Can't wait...Speaking of Street Fighter 2, moi was totally correct in announcing a SF2 pack-in with the Super NES. The only problem was that I forgot to tell you it would be an arrangement exclusive to Europe. The combo package is selling like hotcakes and pushing the Nintendo 16-Bitter through, so get off my back Harris.

...While you Quarter-maniacs have flooded the Governor of Gossip with enough letters exclaiming "gee-wiz did you see the new SF2 diagonal-shooting fireball machines" to lay waste to entire forests, word from the recent AMOA expo in Nashville (...no sir, I didn't like it...) had similar devices being devised for Mortal Kombat! Don't be surprised if Midway releases an upgrade of their own...Tradewest is just the latest corp. to board Sega's ship with versions of the 'loads, football and racing readied for the Genesis (cool poster, eh?)! Groovy...Accolade's new 16-Meg monster, Bubsy, is absolutely hot, Hot, HOT! With great animations and superb game play (dare I say better than Mario and Sonic put together???) this Super NES cart gets the Quartermann's roasted ho-ho award for big vid thrills...Aliens vs. Predator from Activision? Try Terminator vs. Predator from Virgin...

...An American invasion of Europe is about to take place! All of the blokes who read the Q-Minor overseas take note: EGM is coming!...Although Acclaim passed on it, Total Carnage was set to see the light of day as a Sega cart, but is rumored to have been scraped in favor of added emphasis on CD projects...Get ready for Double Dragon: The Movie from Imperial Entertainment! No names yet, but a nice ad on the back of Variety...This wraps it up kiddies! Be sure to tune in next month for another special surprise from the Q-Mann and the promise that I'll pick the nuggets...

- QUARTERMANN

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SUPER NES

Alien 3
Axlaxay
Batman Returns
Bio-Hazard
Bulls vs. Lakers
Combatribes
Cool World
Final Fantasy - Mystic Quest
Gods
Humongous
Lethal Weapon
Out of This World
Phalanx
Shadow Rune
Spiderman & X-Men
Super Buster Bros.
Super Shadow of the Beast
T2 Judgment Day
Terminator 2 - Arcade
Ultrabots
Warp Speed
Wing Commander

SUPER FANICOM

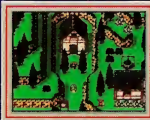
2020 Super Baseball
Battle Tech
Bonanza Brothers
Capcom's Mickey Mouse
Combatribes
Devastator
Final Fight 2
Flying Heroes
Golden Fighter SD
Heavy Armored Vulkan
Jungle Wars
Naxat Super Pinball
Nosferatu
Power Athlete
Pro Wrestling
Psycho Dream
Rushing Beat Run (12M)
Solstice II
Super Air Diver
Super Golden Fighter 2
The Sword Maniac
Top Racer 2
Video Kids



2020 Super Baseball (SFT)



Final Fight (SFT)



Final Fantasy X (SFT)



Alien vs. Predator (SFT)



Road Rash (SFT)

GENESIS

Alien vs. Predator
Batman Returns
Captain America
Cobra Command (CD)
Double Dragon 3
Flintstones
G. Foreman's Boxing
Indiana Jones
John Madden '93
Keeper of the Gates
NBA All-stars
NHL Hockey '93
Road Rash 2
Road Riot
Sonic 2
Steel Talons
Streets of Rage II (16M)
Strider 2
Superman
T2 Judgment Day
Wolfchild
X-Mutants
Young Galahad

MEGA DRIVE

Power Athlete
Golden Axe 3
G-Loc
Gauntlet
Super League '92 (CD)
Super Shinobi 2
Final Fight (CD)
Musashi
Black Hole Assault (CD)
Call For More Titles

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Akira
Black Magic M-66
Bubble Gum Crisis 1-8
Bubble Gum Crash 1-3
Dangalo 1-3
Devil Hunter Yoko
Dominion 1-4
Fist of the North Star
Gunbuster Vol. 1-3
Guyver
Lensman
Lupin III: Castle Caliostra
Maddox-01
Macross 2 Vol. 1-3
Nadia 1-4
Orange Road Vol. 1-4
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Ranma 1/2 - Battle (SCD)
Silent Mobius (SCD)
Space Fantasy Zone (SCD)
Call For More Titles

NEO-Geo

Viewpoint
Art of Fighting
World Heroes
Magician Lord 2
Ninja Commandos
Last Resort
Soccer Brawl
Baseball Star 2
Football Frenzy
Call For More Titles



Shape Shifter (SOD)

LYNX

Cabal
Daemongate
Dracula
Eye of the Beholder
Hyperdrome



Rushing Beat Run (SFT)

GAME GEAR

Batman Returns
Streets of Rage
Chakan: The Forever Man
David R's Supreme Court
Terminator 2



Wolfchild (MD-OD)

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All The Hudson



Super Adventure Island

For play on the Super Nintendo Entertainment System

- Editor's Choice Gold Winner from Electronic Gaming monthly
- Spectacular Graphics Combined with incredible music
- Power-up feature transforms hero into wild skateboarder
- Weapons include: stone axes, boomerangs and fireballs

Adventure Island 3

For play on the Nintendo Entertainment System

- Combat a mysterious invasion of primitive Adventure Island
- Explore eight gigantic islands on your quest to save Jeannie Jungle
- New dinosaurs and weapons are included to defend Master Higgins
- Uncover secret bonus zones and hidden items for extra power

Adventure Island

For play on the Game Boy System

- Master Higgins goes portable in this classic South Pacific game
- Crack open treasure eggs for massive points or handy shortcuts
- Hunt through bizarre islands filled with sneaky killer traps
- Dodge snakes, bats and more as you search for your lost friend

Special note to consumers:

If you are unable to find any of these titles at your local retailer, you can order direct by calling:

(415) 495-4486

Best From n Soft



Felix the Cat

For play on the Nintendo Entertainment System

- Journey through nine levels of intense animated adventure
- Felix's Magic Bag of Tricks Provides dozens of helpful items
- Features many character's from Felix's zany cartoon series
- Enter hidden Magic Bags for super bonuses and power-ups

Bonk's Adventure

For play on the Game Boy System

- Classic video game character now available for the GAME BOY
- All-new transformations and power-ups for our cave boy hero
- Do flying head-spins and Pile-driver moves to "bonk" bad guys
- Multiple challenges in the special trial areas for extra points

Bomberman II

For play on the Nintendo Entertainment System

- New power items and poison skulls highlight the excitement
- Features include options for 2 or 3-Player simultaneous play
- Build up bigger and better bombs to blow away the enemies
- Over 50 levels of incredibly bombastic heroics in 1-Player mode



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CIRCLE #109 ON READER SERVICE CARD.

EGM EXPRESS

SONY TO MAKE CD-ROM WITH NINTENDO

On the eve of the Sega CD's official rollout, Nintendo of America issued a press release announcing a renewed alliance between their parent company - Nintendo Co., Ltd. of Japan and Sony Corporation of Japan.

Claiming that this alliance will pave the way for the emergence of an international industry standard for CD-ROM technology, Nintendo is banking heavily on Sony's experience and reputation in the CD marketplace.

Under the agreement, Sony will manufacture and market a new game system which combines Nintendo's Super NES home video game system and a CD-ROM drive. This new product will play both



An artist's conception of what the Sony 'Play Station' could look like.

Super NES cartridge games and soon-to-be announced CD-ROM software.

This new combo system very closely resembles Sony's older 'Play Station' which was announced over a year ago.

Nintendo will manufacture and

market a CD-ROM player which will attach to their existing Super NES. This peripheral will utilize Phillips' patented CD-ROM XA bridge format, thereby allowing Nintendo game discs to play Phillips' popular CD-I home entertainment software. All games, both cartridge and CD based, will be fully compatible across both Nintendo's Super NES CD-ROM and the new Sony console.



Nintendo will still bring out their own 32-Bit CD-ROM add-on peripheral.

SUPER NES GENIE IN STORES FOR HOLIDAYS!

Galoob Toys, distributor of the Genesis Game Genie in the U.S., has just announced that a similar product for the Super Nintendo will be in stores nationwide by Christmas.

Called the "Super 16" Game Genie, the device will come with a



Galoob's Super Nintendo Game Genie will be granting wishes by Christmas!

book that contains codes for 51 games. A coupon for a free update that contains codes for another 50 games will be packaged with the Genie.

This version of the Genie will allow up to five effects to be programmed at one time. The Super 16 will also have a switch on it whereby the player will be able to turn the Genie on or off during game play.

Scheduled to cost about \$60, Super 16 is being rushed into production in order to be available for the Christmas holidays.

A similar product for the Nintendo GameBoy will be released early in 1993. The Super 16 Game Genie will not be a licensed Nintendo peripheral.

When will players be able to buy these systems? Nintendo continues to state that their CD-ROM peripheral will be released simultaneously in the U.S. and Japan in August 1993. Other press releases indicate that Nintendo is still shooting for a \$200 pricepoint.

Both Nintendo and Sony each plan to independently license third-party companies to develop, manufacture and sell disc-based games.

The new CD-ROM players will contain a custom built 32-Bit processor as previously announced. According to Nintendo, it will be able to handle the next generation of games better than any other machine. These games envision full motion digitized video, 3-D polygon graphics as well as sound and music that will rival the best in home audio CDs.

BLACKHOLE

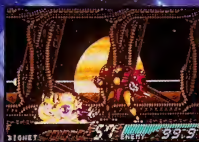


COMBAT ACTION WITH A NEW SPIN

BLACKHOLE

A S S A U L T

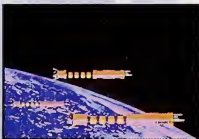
Get ready for the inter-galactic battle of the 21st Century. Mother Earth is on the verge of extinction. Overpopulation and mass urbanization have created a shortage of vital raw materials. You've been commissioned to pilot our planet's most devastating weapon — C.A.M.: Cybernetic Antimorphic Machine—and duel the almighty Akirovs for their precious resources.



Battle an alien warbot on the desolate hundra of Rhea.



Challenge a fellow C.A.M.—rad on Satellite Phobos.



Kickin' CD animation makes all the action come alive.

1 OR 2
PLAYERS AT ONCE

- First combat/action CD game on the market
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- Fuse-poppin' combat action.
- 1- and 2-player gaming selections
- Block-bustin' 8-player "Tournament" and "League" play
- 10 stellar battleground scenarios
- 8 rude war machines each with its own hot hardware



CIRCLE #175 ON READER SERVICE CARD.

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U.S.A. Inc.

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SEGA DEBUTS NEW CD PRODUCTS

On October 15, 1992 Sega of America held a press conference in New York to officially roll out their Sega CD peripheral. Members of the press got their first hands-on experience with their machine and tested out many of the new and exciting games which will be appearing from Sega and its CD licensees in the near future. While the games were interesting, it was the new technology being demonstrated that really got everybody's attention.

FULL MOTION VIDEO

Out of all the games on display, the most impressive titles contained moving video. Night Trap, Sewer Shark, Citizen-X as well as three 'Make Your Own Music Videos' were the best of the bunch and clearly demonstrated the power of the Sega CD.

The live-action CDs were created by a company called Digital Pictures. This company has solved the problem of compressing video (which normally consists of millions of colors and runs at 30 frames per second) and packing it into the memory available. Special software programs have been developed by DP to reduce the palette down to 64 colors, cut the frame rate in



The Sega CD is available now and sells for \$299 with 5 discs.

half and then digitize the end product. To get 65 minutes of continuous moving video onto the CD they created a new software algorithm which is able to compress the data still further!

SCALING, ROTATION, ZOOM

A custom graphic processor chip known as ASIC has been built into the Sega CD. This chip handles all of the cool functions that make the Sega CD shine so brightly. Best of all, these functions will now be done automatically in system hardware, eliminating the need for programmers to build such features into the game. Smooth scaling, rotation, zoom, pseudo 3-D simulation and fading of individual sprites (rather than backgrounds like the Super NES does) will all be possible through ASIC. The number of sprites or colors will not be increased though. Sega has confirmed that there are new software routines that will 'trick' the system into displaying more colors, but the games that use such tricks won't appear for some time.

THE FUTURE

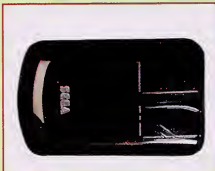
Sega is hesitant to comment on releases beyond three or four months, but they have announced that there will be a back-up RAM cartridge for the

CD. This cartridge will plug into the Genesis and allow the player to save game information ranging from high scores to player position data from RPGs. This cartridge is already out in Japan and costs about \$50.

A second item soon to appear for the Mega CD in Japan is a mouse. Sega is considering this peripheral as an option in the states to greatly speed up 'point and click' type programs like the new Make Your Own Music Videos and the upcoming Video VCR (see insert article on page 285) programs.

Beyond this, the sky is the limit. Programmers have already learned how to extract a continuous stream of uninterrupted multi-track full motion video from the CD, and as compression technology improves, the second generation of CDs will take this medium into areas that aren't even considered possible by today's standards. The key now is to integrate this new form of video game visualization into games that will be as much fun to play as they are to look at.

Whatever the future may bring, Sega has introduced us "to the next level."



Sega could offer a mouse as an option for its Sega CD.



Next year Sega will offer a back-up RAM cart for the Sega CD.



"Greetings, Pig-slime!"

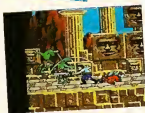
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Your puny little video-life is about to become Sküljagger-chow. The reason? You—and ace rebel Storm Jaxon™—are spearheading a massive revolution against Captain Sküljagger's fearsome forces. And if you think Sküljagger's going to take this revolution lying down, then maybe you've forgotten how hacked-off a maniacal Killtish™ despot can get!

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It's going to be a war to end all wars. But it can't start without you.



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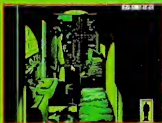
SUPER NINTENDO
ENTERTAINMENT SYSTEM

NEW SEGA CD GAMES FOR 1993

Besides the games already announced, Sega and its licensees have started on the second generation of Sega CD software. Some like Sonic CD are locked safely away behind

the closed doors of Sega's R & D labs, far from the prying eyes of EGM reporters. A batch of new games surfaced for a brief moment, however, and the EGM cameras were

there to grab some quick photos of Sega's first quarter '93 line-up. Many of these CDs are starting to make use of the extra functions in the ASIC graphics chip and show promise.



RISE OF THE DRAGON

SEGA

Based on the Blade Hunter Mystery Series, Rise of the Dragon features a unique interactive plot and simple point and click interaction on various objects. A true CD game with a challenging mystery!



JOE MONTANA FOOTBALL

SEGA

Big Joe plays coach in the first of the Sega CD sports games. A 3-D perspective is used to display the field from various camera angles. Over 600 digitized moves add to the realism.



TIME GAL

SEGA

Created by the same people responsible for Cobra Command, Time Gal plays very much like the old Dragon's Lair arcade game. Spectacular animated sequences and superb audio make this CD a hit.



JAGUAR XJ220 RACING

JVC

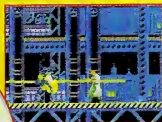
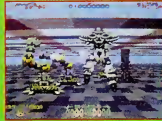
Get behind the wheel of the XJ220 racer and take on the best drivers in the world. The courses duplicate the big name tracks and a split screen offers head-to-head play.



NIGHT STRIKER

TAITO

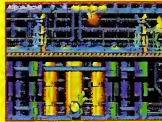
Race through cybernetic cities against ruthless computer opponents. Take advantage of the awesome levels by transforming into exciting vehicles through each stage of play.



TERMINATOR

VIRGIN

Virgin has added new levels to the 16-Bit action hit along with 12 minutes of digitized footage from the blockbuster movie. A good example of video games meeting multi-media.



CHOOSE YOUR WEAPONS.

You've never seen 2-player shoot-'em-up action like this! An alien war force is threatening the human race. Our scientists have developed the ultimate weapon: Strike Gunner! Equipped with an awesome arsenal of offensive and defensive devices, only two could be built—but those two can combine into one superfighter of astonishing power!



STRIKE GUNNER
STG



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Q*Bert 3

Q*Bert 3 for the 16-bit Super NES system takes the classic Q*Bert arcade game theme to new heights, with an amazing variety of eye-popping, multi-screen worlds. Along with the old familiar cast of characters, Q*Bert 3 introduces a whole universe of new enemies, obstacles and items.

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HE'S QUICK, HE'S CURIOUS, HE'S QUBE-ACIOUS!

CIRCLE #106 ON READER SERVICE CARD

AND NOW FOR THE LATEST ADVENTURES OF

MICK & MACK

AS THE GLOBAL GLADIATORS™

SEGA
GENESIS

SLIME WORLD

"WELL DUDE, LOOKS LIKE IT'S UP TO US TO DEAL WITH THOSE OVERGROWN BLOBS O'DOOZE ONCE AND FOR ALL."

"YEAH MAN, IF WE CAN'T STOP THESE SLUGSTERS FROM ASSEMBLING THAT SLIME MACHINE IN TIME THE WHOLE EARTH'S GOING TO BE A TOTAL SLIMEFEST!"

"MY CREATION IS ALMOST COMPLETE. WITH THIS MACHINE NOT EVEN THE GLOBAL GLADIATORS CAN STOP ME FROM SLIVING THE ENTIRE WORLD!"

"THERE IT IS, DUDE!"

"WATCH OUT!"

"GLADIATORS UNITE!?"

"GOT IT!"

"HAWA DUDE, THAT WAS A LITTLE TOO CLOSE."

"UH-OH!"

TO BE CONTINUED...



SEGA
GENESIS
MULTI-CARTRIDGE

MONSTER BASH SLIME SLASH THRASH TRASH!

SEE MICK AND MACK SPRING, DASH AND BLAST THROUGH OVER 1250 FRAMES OF CHARACTER ANIMATIONS. WE'RE TALKIN' 10 TIMES MORE THAN YOU'VE EVER SEEN BEFORE! ADD MICK AND MACK'S HI-TECH GOD-SHOOTERS AND YOU'VE GOT A GLOBAL PATRON READY TO TAKE ON THE WORLD!

EYE-POPPING BACKGROUND GRAPHICS AND SCENERY LIKE NEVER BEFORE SEEN ON YOUR GENESIS™.

AWESOME MUSIC AND SOUND EFFECTS GUARANTEED TO MAKE YOUR PARENTS SHOUT "TURN THAT DOWN!"

DODGE THE INFAMOUS RED SNAPPY PIRANHA IN THE DEEP DARK MYSTICAL FOREST!

CHILL OUT AS YOU SKID THROUGH PERILOUS PEAKS IN A WORLD OF ICE - BUT DON'T LOSE YOUR COOL IF YOU SEE THE ABOMINABLE SNOW MONSTER!

SLIME-BUT YOUR WAY THROUGH 4 WORLDS AND 12 LEVELS OF CHALLENGING GLOBAL ADVENTURES!

GOTTA BE SLICK TO PUT LITTER IN ITS PLACE IN TOWN-TOWN!

"EXCELLENT GLOBAL GLADIATORS™ - GREAT GRAFICS, GREAT QUALITIES, CLEAN-UP NICE ENVIRONMENTAL CONTROL UP ALIVE! BIRTHDAY WALSLEY! IT'S OUT THERE! ANIMATED PLAY AHEADLINE! SEGA'S LARGEST SOUND START TO FINISH!"
- THE GREAT FROM MEGA PLAY



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CIRCLE #115 ON READER SERVICE CARD.

LEADING EDGE

GOLDEN AXE 3: The Revenge of Death Adder

The long-awaited sequel to Sega's Golden Axe has finally arrived! Golden Axe: The Revenge of Death Adder is on its way to becoming one of the most talked about action coin-ops of the year.

Incorporating Sega's latest 32-Bit graphics, Golden Axe looks and plays



like nothing you've ever seen before.

Pick from four characters, or play with up to three other gamers for a no-holds-barred barbarian slash-fest! **Awesome!** Slice a path of vengeance with The Revenge of Death Adder! Your world may never be the same!



Watch out for these cannibals. If you're not careful they'll eat you for lunch!



Richly textured 32-Bit graphics make Golden Axe an exciting coin-muncher.

• HOW IT RATES •

To say that Golden Axe: The Revenge of Death Adder is graphically intense would be a gross understatement. Sega's new 32-Bit hardware system does a stellar job! Quite simply, one must see it to believe it!

The game plays very well with enough enemies and hidden booby-traps to keep you on your toes. In addition, the four-player option makes a great game even better! The selection of characters is wide, ranging from a centaur to a pitchfork-wielding elf.

All in all, a great follow-up to a classic arcade series!

Overall: **8**

AAMA

AMERICAN AMUSEMENT
MACHINE ASSOCIATION



If you begin to feel overwhelmed, don't despair; three friends can join you in battle!

ARCADE SPORTS SIMULATION GAME OF THE YEAR

Jerry Glanville's™ PIGSKIN FOOTBRAWL®

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DECEMBER 18



"Football with an attitude... a bad attitude."
Jerry Glanville™
Head Coach
Atlanta Falcons.

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CIRCLE #104 ON READER SERVICE CARD

STREET FIGHTER II TURBO CHAMPIONSHIP EDITION



Chun Li can throw a fireball in the new Street Fighter II Turbo Championship Edition!
This is not an illegal "pirate board," but an officially licensed Capcom product.

Capcom has told EGM about a new upgrade kit for existing Street Fighter II Championship Edition machines. Known as the Turbo ROM Upgrade Kit, this software enhancer will significantly change the game play of the Street Fighter II characters. This is no joke!

Each character will be able to execute moves much more quickly than before! Also, the talents of all twelve fighters have been refined and equalized. Now, no character will have an unfair advantage over another! In addition to all of this, each character will have new special moves! Chun Li now has a fireball! Whoa!! The kit should hit the arcades in late 1992. Keep your eye out for more on this EGM exclusive!

DOGYUUN



This mammoth boss is a pushover after a little practice!

Here's one for all you diehard shooter fans. The name is Dogyuun, and it is one very intense game. Attempt to annihilate the invading bio-mechanical forces, while returning home alive and in one piece.

There are many weapons to



The different weapons increase your powers of destruction.

help you along the way, like a particularly nasty homing beam which will vaporize just about anything!



For great graphics and gameplay check out Dogyuun by Toaplan!



Things tend to get increasingly complicated with two players!

Turn on the power.



Now You Can Hook Up To Your Sega™



For the first time ever, Teenage Mutant Ninja Turtles®-The Hyperstone Heist™ from Konami® plunges the Turtles headlong into the shell-shocking world of Sega™ Genesis™. Dare to take this all new adventure on solo or double dare to duke it out with a partner and



you're in for a ninjitsu jolt of action that'll leave you green! Will all this awesome power go to our heroes' heads? The quick-kicking quartet is on the hot seat again thanks to that mondo master of mayhem Shredder, and this could be Sayonara, dudes. Shredder stole the Hyperstone, a gem with the power to shrink New York City. Now catch that totally bogus bully before he makes the whole world small. Uncool!

KONAMI®

The Turtles Genesis™



You've got all four major hip mutants, so choose whichever Turtle flips your switch. Each has his own bodacious new attack moves to shake down the Shred-heads. Donatello is much more than hot air with his Hurricane Attack and Raphael's Vacuum Slice really cleans up.

Raphael's Vacuum Slice really cleans up.

Experience most excellent 3-D effects in a geek fest that never lets up through 5 mondo body-slaming levels. Four levels each have 3 heinous stages to survive and the other is loaded with the most intense new challenges you've ever seen.



Slug it out in the sewers, do dirty deeds downtown, grind them up on a ghost ship, surf through treacherous ocean waters and even ninja till you drop.



Make it through all this ninja nastiness and Shredder will curse the Cowabunga battle cry.

But then you must face that Duke of Dweebs on his own turf. Hang tough because he'd love to have you at his place for some fried Turtle legs!



**Konami Game Hint and Tip Line:
1-900-896-HINT(4468).**

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STAR WARS PINBALL



Warm up those flipper fingers for the ultimate pinball challenge! Star Wars Pinball by Data East will blow you away with its awesome mix of live action and video.

Try to keep your mind on the contest as you are bombarded with incredible stereo music tracks sampled from Star Wars®, The Empire Strikes Back® and Return of the Jedi®. There are even voices from the Star Wars trilogy including the evil Darth Vader and the droid R2D2!

The game play is fast and furious, alternating between pinball and video action. Use the shifter handle on the right side to control your journey through space. During the video mode, like the Speeder Bike sequence, use the shifter to avoid the trees for big time points!

The video sequences are handled by a surprisingly clear, full-view dot matrix display. You will be absolutely astonished during the Hyper Space scenes!

Smash at the up/down target on the spinning Death Star to initiate the multi-ball option. Blast Jabba's Bounty feature for any one of over 10 special items like the Advance Multiplier or the Bonus Hold, each of which give you mega-points. Hit the moving R2D2 and you receive an ultra-bonus worth more points than you can shake a light saber at! Too cool!

You will be amazed as the legendary Star Wars saga unfolds before your very eyes! So, if you crave a great mix of live pinball action with the visual impact of a video game, check-out Star Wars Pinball by Data East, coming this month to arcades everywhere! May the Force be with you!

SHOGUN WARRIORS BUSTER

If you would like to try your hand at a new fighting game, grab some quarters and play Shogun Warriors Buster by Kaneko.

Pick your fighter from a pool of eight powerful, unique Japanese characters like Kabuki, Kappa the birdman, Shogun or Geisha. Each of these characters possesses a highly unusual set of special powers. For



Kappa is the ancient birdman who enjoys beating his adversaries into submission!

example, Kabuki can call forth an energy net which quickly drains the power from an adversary.

The game features a two player interactive mode so you can beat up your friends as well as the computer! Don't be too cocky, however, because Shogun Warriors Buster demands a great deal of technique in order to be a champion fighter.

Multiple joystick movements are required for all of the special moves!

The sounds, graphics and overall playability are top-notch! The 8-way joysticks offer excellent playing response as do the numerous buttons. As for the fun factor, this coin-op will have you begging for mercy! For an intense and challenging fighting game, take a swing at Shogun Warriors Buster by Kaneko.



Choose your fighter from a complete roster of popular Japanese characters.



The special attacks may take time and effort to learn but they are well worth it!

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Believe it or not,

*An interview with
Scott Bayless, CD developer at Sega.*

the brains behind Sega CD™

What are the technical advantages of Sega CD?

Basically, it offers massive storage, which means we can now use real video action. A 16-bit cartridge could only hold a few seconds of motion video. But the CD holds over 500 megabytes, so you can now play for hours, interacting with real video.

don't wear pocket-

So the games will be more realistic?

Yeah, way more realistic. We have a second processor and a special graphics chip, so our zooming, scaling, and rotation is incredible. And we use a lot of real-life video you can actually interact with. Characters will speak to you and harass you.

protectors or glasses

What do you mean "interact"?

For example, there's a game called "Night Trap,"™ that uses all real-life footage with real actors, and you control the action. You have to rescue girls from a house full of ghouls by operating a surveillance system, and trapping them in different rooms. It's like controlling the plot and the action of a real movie, from start to finish. It's pretty wild.

held together with tape.

Do you have a personal favorite CD game?

Yeah. I like the INXS music video game, where you can re-edit their videos with different special effects and graphics. The sound on all the CD's is pretty amazing; it's just as good as an audio component. Plus we're using a lot of original music. When you hook it up to your sound system, it's like playing in a whole new realm. It's really amazing. You forget where you are.

(Those guys work for our competitors.)



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SEGA™

LETHAL ENFORCERS

Take control of crime with Konami's Lethal Enforcers. You are the toughest of the big city detectives out to test your mettle against some of the world's most dangerous criminals.

Featuring fully digitized graphics, Lethal Enforcers takes you to the scene of a bank robbery, a hijacking,



Trash heavily armored choppers at the chemical plant. Watch out for explosions!



Bust a drug deal at the docks. Shoot your way out, but don't hit any civilians.

a Chinatown shootout with some nasty Ninjas and a suspected drug deal at the city's shipyard.

Play alone or with a partner as you neutralize crime. The digitized graphics are so realistic, they will have you running for cover! Wait until you aim your guns at the night scenes!

In between stages, you are off to the shooting range to improve your marksmanship. Your score determines your rank: patrolman, detective, sergeant, lieutenant, captain or commander.

Each stage includes several scenes with lots of hidden surprises! Get lethal with Konami's Lethal Enforcers and take a shot at crime!



SPACE LORDS



You will encounter a variety of alien vessels, each with different abilities.

Launch into the unknown with Atari's Space Lords. This shooter offers incredible 3-D graphics which make asteroids and enemy ships jump right out at you!

You can either fly alone or add a co-pilot to help out. In addition, two games can be linked for eight-player space warfare!

When you destroy an enemy ship, you can feast on its remains before returning to battle! The "Ship Modification" screen lets you custom-build your ship with six different options such as variable laser power and force fields.

Rocket into the void with Space Lords by Atari and get ready for some exciting 3-D gaming!



Enemy ship approaching! Aim, fire, and destroy it with your special weapons!

THE GAME DOCTOR

Q&As from the Video Game Universe

Q: You lost all credibility with your answer to James Mohr in the October issue of EGM. He asked why the Sega CD doesn't have "advanced resolution, more colors, more on-screen colors and more sprites" since it has scaling, zoom and rotation. Your answer about budget limitations is nonsense.

Al Nilsen, Sega's director of marketing, has told those interested in the CD player: Sega decided not to improve existing Genesis resolution, colors, sprites and the like, as that would split the market with two versions of cartridge games - one using features of the original Genesis and one for the advanced features of the CD player. Instead, Sega added hardware features (i.e., scaling, rotation, zoom) that can be utilized only on CD games.

Renwick Thompson Jr.
San Diego, CA

A: No offense to Al, but it is his job to put the best possible face on

Sega's corporate decisions. Although his answer makes some sense on the surface, I'll always demand more from my games and game hardware.

But let's look at it logically. You refer to features such as scaling and rotation as "hardware" based. If higher resolution, additional colors and more sprites didn't take up precious memory, then you'd always add them to the software. They are, of course, also hardware features. What would be the point of programming the Genesis ROM carts and the Mega CD the same? We're dealing with different media. Why not add as many features as possible, plus upgrade existing capabilities?

The answer is the same as it was in the October issue: budget considerations. There's a price war going on right now. The goal of getting projects in under budget is a BIG consideration.

LETTER • OF • THE • MONTH

Q: I've been enjoying a game called **King of the Monsters** by Capcom, dated 1991. I can't locate a system that plays it. Is this game ever going to be released for home play?

Carol Valanzuolo
Orange, CT

A: *King of the Monsters* is available for the SNES from Takara and **King of the Monsters 2** has been produced by SNK for its Neo•Geo.

Both versions are impressive, with gamers cast as movie monsters consuming major cities.

Q: Once HDTV is introduced, will the game systems be compatible or will the companies need to build new machines?

Also, do you think video games will be made to fit HDTV's 16:9 aspect ratio?

Shawn G. Tucker
Millstadt, IL

A: Great question, Shawn. Unfortunately, I don't have a great answer for you.

No format has yet been approved by the FCC for High Definition TV (HDTV) in the United States, and none is immediately forthcoming.

The Doc has seen some great HDTV systems, but until a broadcast standard is in place, video game manufacturers would only be guessing as to the eventual format, and that's a much too expensive gamble.

Actually, the 16:9 aspect ratio you refer to is not considered to be HDTV. According to the folks at Video Digest (the official publication of the Video Retailers Association), we may never see full HDTV in this country, since it would require such an extensive overhaul and conversion of existing technology.

Instead, innovations such as digital TV and the improved 16:9 systems you mention will be fully compatible with existing TV (and, by extension, video game) technology.

The 16:9 sets, for example, convert letterboxed laserdiscs to full-screen format. In fact, this is the format used by companies such as Sharp, Thompson and Toshiba to display their video wares at trade shows.

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YOUR CHANCE TO REEL IN THE BIG ONE!

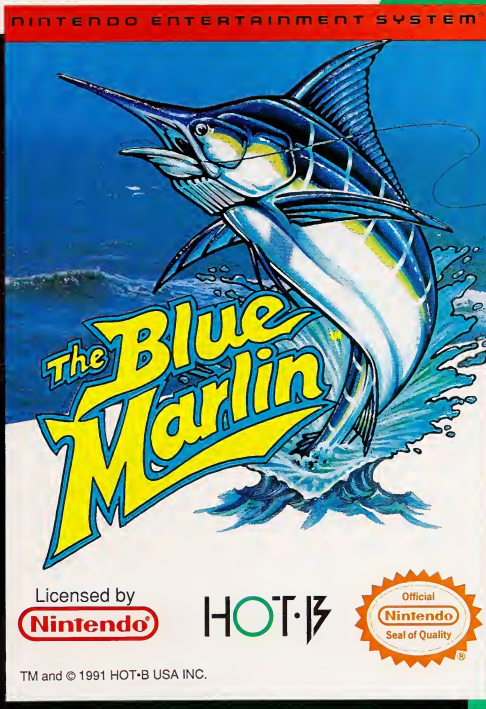
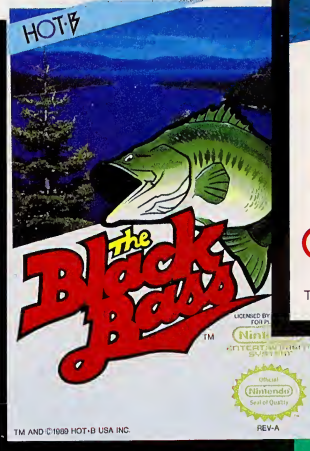
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A Little Bit Better...?

Q: I hope you can help me understand about the amount of memory in a game. Some games have dazzling sound and graphics and only use four meg, while others use eight meg with less spectacular results. I've long wondered how incredible Neo•Geo games must be, since they can use 60 meg in a game. Then EGM showed **2020 Super Baseball** for the SNES in the October issue and the pictures are very similar to the Neo•Geo version. With ten times more memory, how come the Neo•Geo doesn't look better?

Tom Hammell
East Lyme, CT

A: Actually, Tom, the Neo•Geo can run games comprising over 300 megabits. As to why its games are not hundreds of times "better" than other 16-bit systems, let's look at an analogous scenario. One person is given \$10 and another is handed \$300. Both have the same mission: acquire the best possible hot dog they can find. Well now, the fellow with only ten bucks is going to spend his money very carefully, considering each penny and how it is spent, whereas the dude with three hundred bills is likely to be more lav-

ish, perhaps traveling around the country, eating at expensive restaurants, and using only the rarest condiments. When all is said and done, however, the guy with only \$10 is just as likely to turn up a tasty frankfurter as his richer counterpart. After all, hot dogs are not that expensive and all the money in the world is unlikely to significantly enrich the experience of consuming one.

It's kind of like that with the Neo•Geo. While Sega has spent years fine tuning its sophisticated data compression technology and Nintendo not only squeezes its program as small as it can, but once it's finished, each game then goes to an outside company for purposes of further diminution, Neo•Geo developers don't have to consider space limitations.

Instead, Neo•Geo games are produced without regard to compressing code; in fact, lavish use of memory is actually a priority since the size of its cartridges is one of SNK's major selling points.

Two of the most notorious memory spendthrifts are large sprites and digitized sound. While game logic takes up little space, sound and graphics consume memory the way Wimpy devours hamburgers.

Q&A Quickies: Several readers, including Kons Skembos of Fort Wayne, IN, have asked about a source for old video games other than Frank Polonsky, whom I've mentioned in several Game Doctor columns. With the apparent disappearance of Pleasant Valley Video, the Doc is not aware of any national, mail order source for old games. There are, however, individual stores scattered around the country that traffic in antique electronic games, including a great place near Irvine, CA that reportedly offers a fantastic selection of old software. I am even now attempting to contact this store in order to see if they do business by mail, so stay tuned for more info on this subject... Also, R.T. Byrd of Shreveport, LA, kindly took the time to write and tell us that Game-Busters is apparently out of business. R.T. says he ordered something from them in June and had his check returned a month later. In addition, their 800 line is no longer running...

And that about wraps things up for this installment of The Game Doctor. Remember to send your questions, comments and criticisms to:

The Game Doctor (EGM)
330 S Decatur
Suite 152
Las Vegas, NV
89107

Sales by the Numbers

Q: A few of my friends and I are going to put your video game knowledge to a test. We would like to know the number of Sega Genesis, SNES and TurboGrafx-16s that have been sold in the United States and Canada.

Joe Starr
Sydney, Nova Scotia

A: As you probably know, Joe, the video game manufacturers are

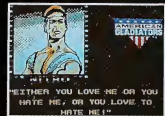
not rushing to proclaim their relative sales in the 16-bit marketplace, though there will almost certainly be numbers available after the Winter CES. None of the 16-bit systems are selling at anywhere near the pace of the previous generation of video games.

After a poll of industry sources, however, the following offers a broad consensus on North American sales: The SNES has probably

sold between three and four million units, the Genesis over two million, and the various Turbo systems under a million.

In Japan, the Super Famicom (SNES) has now established a comfortable lead over the Mega Drive (Genesis). And, though there are quite a few PC Engines (TG-16s) in circulation worldwide, current figures indicate that sales for that system have peaked.

THESE GUYS MEAN BUSINESS...



AMERICAN GLADIATORS



Two years ago the American Gladiators battled their way to the top of the television ratings charts and have been playing King Of The Hill ever since. Based on a unique concept where skilled contenders, chosen from rigorous tryouts, get a chance to compete against the American Gladiators for cash, prizes and fame.

Now GameTek® adds to the phenomenon by giving NES players a chance to try their hand at doing battle with the weekend warriors in events including The Joust, Assault, Powerball, The Wall, Human Cannonball, and The Eliminator. Don't miss out on being part of America's most talked about weekend series.

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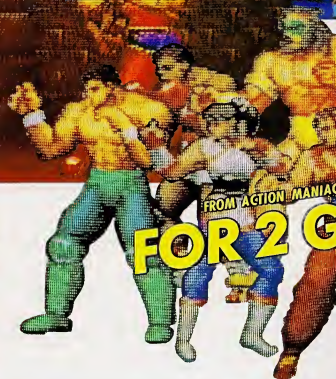
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16 BIT SNES

THE CULTURE BRAIN NEWSLETTER, FEATU

Big Capacity with 12 Meg ROM!
104 dots x 50 dots character!
Wow, they're huge! There are more than 150
techniques to choose from. Up to 8 people can participate.
Adopting the Super Defense System!



FROM ACTION MANIA
FOR 2 G



SUPER NINJA BOY

FUN.FUN.FUN!!

A peaceful life in quiet Chinoland was suddenly thrown into disaster, after the Universal Peace Conference was over. The Emperor's concerns kept growing until Jack and Ryy decided to go out and settle the problem. The places they visited during their expedition were Chinoland, Mysteryland, Fantasyland and Futureland. The more they advanced, the more suspenseful it became. What they found out was a devastating plot. There are loads of exciting action, cool items, neat vehicles, great attacks, and magic spells available. They are all yours to blow adversaries out of the way of the once peaceful Chinoland.



COMING
SOON!

INTERNATIONAL OUTLOOK

INTERNATIONAL NEWS

By Terry Aki

Hello to each and every international game freak out there in EGM Land! Terry Aki here, ready with all the news from the Land of the Rising Sun and beyond. It has been a busy month, with plenty of news pouring out of the far east that's sure to touch all corners of the video game world!

Before we put our finger on the pulse of the international scene, I'd like to announce a special interview with the designers of Sega's upcoming fantasy epic, Phantasy Star 4, in the next issue of EGM! You'll get the complete scoop on the new story, new characters and new challenges that I told you about last issue. It's a great game that is sure to blow away all three previous games combined!

The game shops did some big business in October, with some surprises filtering into the top ten! Not surprisingly, however, Dragon Quest 5 exploded into stores just as experts had predicted!



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INTERNATIONAL GAMING INFORMATION NETWORK

KONAMI OF JAPAN

GRADIUS II

PC SUPER CD-ROM

CD

CD-ROM

A few years back, we American game players were playing Life Force while the Japanese received the real Gradius II for their Famicom's. While Life Force wasn't a bad game, Gradius II blew the gaming public away and even rivaled some of the 16-bit titles that were available!

Thanks to Konami, Gradius II is now making another appearance in the Japanese market, but this time on the fantastic, new PC Engine Super CD-ROM!

All the levels from the Famicom classic have been left intact but more attention to detail, especially in the backdrops, has been given high priority along with the CD soundtrack.

Purchase power-ups in the familiar Gradius style and face the huge boss invaders! The animation is nearly flawless and the movement is blistering! Each boss has a unique weak point that you must attack to succeed.

Unfortunately, this may just be another story of the Japanese getting this hot shooter. Keep your fingers crossed, just in case!



The Stage One Boss is a firebird that spews flames from its mouth.



To attack Stage Two Boss, fire at its opened eye while dodging the arms.



On the way to the second Boss, these pods sprout arms that attack swiftly.



POWER MOVES



Move over masters, a new champion is kicking in.

This exciting action adventure game recreates the fury and explosiveness of international boxing. In this game, they take no prisoners. It is a fight for life and the championship in a ten series match. Set against international backdrops players pit themselves against ten of the most deadly Masters of the Martial Arts. Each master brings to the fight their own special weapons and fighting techniques. Players kick, punch and jump their way to victory. This exciting video battle features dimensional screens, high quality graphics, special sound and video effects and challenging game play. Enemy masters can be designed for special attacking action. Weather and seasons change during the course of the game action.

Make your move to power with one of the hottest games yet, **"POWER MOVES"**



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"The action is furious as players kick, jump and punch to victory."



"The crowd roars as the Victory sign is flashed."



"Special sound, video effects and 3-D screens add to realism."



"Weather and seasons change during game play."

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KANEKO®

INTERNATIONAL NEWS

DRAGON QUEST 5 GIVES STREET FIGHTER 2 A KNOCKOUT PUNCH...

The minute the game starting showing up in camera shops and other game outlets, crowds formed and lines grew long. No deposits for this baby, the only way to buy into the first 16-Bit DQ was with cold hard yen!

Also eclipsing Street Fighter 2 in many polls was the solid Nintendo driver, Super Mario Kart. No argument from Mr. Aki, mind you, this is a great game with plenty of depth and incredible play technique.



The number one game in Japan is Dragon Quest 5 from Enix!



Super Mario Kart has also secured a position in the Japanese top ten!

Other hot softs with solid street buzz include the recently released version of Super Mario Bros. 2, called Super Mario USA. Regular readers will remember that our Super Mario 2 was quite different from the game Japanese played (the U.S. version is based on an old title that featured a family of

WOLF TEAM OF JAPAN ROAD BLASTER FX

MEGA CD-ROM

CD

CD-ROM

In Japan, the Mega CD may have been lacking in quality titles but Road Blaster FX still proves that the CD is here to stay!

Thunder Storm FX is the basis for Road Blaster FX. The game is linear in the sense that the car continues to travel on its own path until you are given the option to change it. While this may deter hard-core racing fans, the effect is barely noticeable and doesn't hinder an otherwise great game.

The graphics are cartoon-like and the music that accompanies the driving is appropriate.

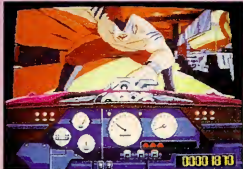
Your basic objective is to pass the checkpoints and finish line while bashing your opponents off the rocky cliffs. Road hazards are a challenging threat that add to the pleasure of Road Blaster FX!



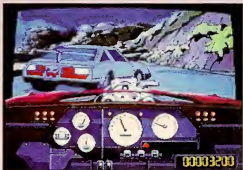
My, what a tight situation! Check the rearview mirror for a helpful clue.



The arrows are an indicator to inform you a turn is rapidly approaching.



Since no one appreciates a hitchhiker, slam on the brakes to send him flying.



Don't just blare the horn! Ram the crazy driver straight into the wall.

MEDIA RINGS CORP. OF JAPAN ZERO 4 CHAMP II

PC SUPER CD-ROM

CD

CD-ROM

Get behind the wheels of the fastest sports cars around! The fast paced racing takes place primarily in first person perspective, but various events change to an overhead view as well!

The Super CD-ROM is really put to good use in this title!



The overhead slalom is a fierce race to the finish! Only the winner succeeds.

You can feel the shove in your back when the turbocharger kicks in!



Nintendo

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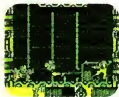
CAPCOM®

MEGA MAN III™

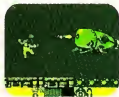
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GAME BOY
GAME PAK

Now Mega Man must Really save the Earth.

What in the world is Dr. Wily up to now? He's drilling through the earth's crust to tap its energy and create his most powerful robot of all. And eight of his most famous robots are back in commission. The danger comes in waves for you and Rush on the way to Wily's underwater headquarters. Do you have what it takes to send Wily to an oily end?



With your Mega Buster you can turn Pink into junk.



The your Mega Buster to turn this whale into a pile of useless blubber.

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INTERNATIONAL NEWS

oppressed Arabs out to stop a ruthless tyrant. Although the game got little more than a face over for American audiences, the Japanese were never able to see the game with Mario as the star.

STREET FIGHTER 2 - FOR 8-BIT NINTENDO?

Sources in Hong Kong have told Terry Aki that such a thing does exist. The game, obviously created without the approval of Capcom, is being peddled for the 8-Bit Famicom for around forty bucks. Inspired by the hit arcade game, the new



Street Fighter 2 makes its way (illegally) to the 8-Bit Nintendo!

version is called Master Fighter and it attempts to duplicate the look and feel of the original game.

Master Fighter features four of the Street Fighter 2 characters. They include Ryu, Guile, Chun Li, and Zangief. Most of the special moves are also reported to be in the 8-Bit game, including the fireball attack of Ryu and Chun Li's spin kick. Will this game ever find its way to America. I'd say the chances are close to nil, considering Capcom doesn't endorse the game in the first place. It might be cool to see a different version of Street Fighter 2, but it's also an illegal and unfair infringement of the real designers' ideas.

WOLF TEAM OF JAPAN

ANNET AGAIN

MEGA CD-ROM

CD

CD-ROM

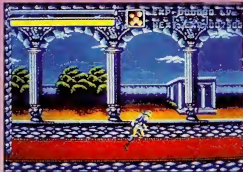
The storm rises once again in Annet Again, the sequel to the popular El Viento series.

After being defeated by Annet in the first episode, Hastur returns to wreak havoc on the free world. His evil organization is bent on sacrifices and the cult.

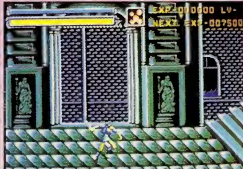
Annet has continued with her studies and her magical abilities are even more powerful than in her first encounter.

This time, the fighting will not take place in New York, but right in Hastur's own front yard. His castle is filled with plenty of trickery to snag Annet before she can reach Hastur and put an end to his uprooting of evil!

Featuring lengthy cinemas that also star Earnest Evans, This CD title is the one to watch!



The graphics employ a pseudo-3-D effect highlighted with great looks!



The side-scrolling action sequences take advantage of many CD options.



Will our hero have what it takes to finally put an end to Hastur's plans?



Earnest Evans plays a special role in this incredible CD action entry.

MISAWA ENTERTAINMENT OF JAPAN

CHRISTOPHER COLUMBUS

SUPER FAMICOM

UKN. MEG

CARTRIDGE

In the year of 1492... you know the song! This new shooter from Misawa is based on the well-known historical figure.

Pilot Christopher in his ship as he travels on water and in the skies to free people and restore peace. While we know Columbus didn't do this, it still makes for an exciting shooter!

You will face bizarre creatures while searching for gold. This is a wild game, indeed!



Blast the attackers off this woolly mammoth's back as you progress.

You will square off with some odd airborne enemies during the battle in the clouds!



YOU'RE GONNA BE LATE FOR DINNER.



You won't even think about stopping once you start playing Interplay's five newest games.

From barbaric vikings to dastardly racers, champion hurdlers to out-of-this world monsters, these exciting programs won't even give you time to catch your breath.

So c'mon, what are you waiting for?

You never liked meatloaf anyway.

To order any of these products,
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Santa Ana, CA 92704

INTERNATIONAL NEWS

HUDSON ENTERS HARD - PUSHES NEW TECH A BIT

While I'm writing this column, Hudson has sent word that they will re-enter the next-generation video game hardware sweepstakes with their new 32-Bit mega-machine that was shown in preliminary form several issues back. According to my sources, Hudson will be breaking the news next week (October 26) at a special press conference in Sapporo.

Sources inside the company have said that a major amount of attention will be placed on the new hardware as an upgrade to the company's existing PC Engine line (which is now over five years old). Although the CD-ROM unit and subsequent software enhancements have kept interest in the PC Engine high on these shores, the company wants to make the move to 32-Bit as opposed to introducing a 4.0 Super System card.



The technology behind the new Hudson 32-Bit game hardware...



...and the enhanced options that it displays! Check out the morphing!

NCS OF JAPAN

RANMA 1/2

SUPER FAMICOM

12 MEG

CARTRIDGE

While we showed this 12 Meg masterpiece back in the August '92 issue, much more of it has been completed and we feel it deserves a bit more coverage.

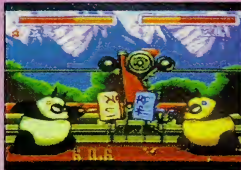
As you can see by the picture on the right, two players can play the same character with different color options.

Also, the backgrounds are scenes straight from the series and range from the streets of Japan to local supermarkets.

There is plenty of technique and challenge to Ranma 1/2!



Akane can do a flying uppercut to knock opponents out of the air!



Now two players can choose to fight each other with the same character.



Shampoo is a worthy fighter and is a master of aerial fighting techniques.



Genma and Moose are two of the kookiest fighters you will face.

TELENET OF JAPAN

COSMIC FANTASY 3

PC SUPER CD-ROM

CD

CD-ROM

The adventures of Van and the Cosmic Hunters returns, but this time it is going to be on Super CD! Venture through space and solve a gigantic mystery that will keep anyone's attention for quite some time!

All of the original cast is present, from Pico to his father Niyam to Van and Babette, even Cobra and his clan! Stay tuned for more info on this sure-to-be super RPG of the year!



Niyam is piloting his spacecraft toward Idea. No doubt he'll end up in trouble again.

Rei is confronting the jailguard and will probably engage in a fierce battle.



SUPER NINTENDO



We ripped-off a perfectly good idea.

TRUE ARCADE ACTION. You'll find that the only thing missing from our new Super Advantage is the coin slot. Okay, so we added an extra long cord. And our joystick is easier to carry than an arcade machine, not to mention a few thousand bucks cheaper (that means under \$50, suggested retail price). Bottom line is, this is about as close as you can get without grabbing a crowbar and—well, you get the picture.

The layout's familiar, and the construction's tough enough to handle the most intense street fight or the ultimate battle for the universe. We've also added a few features you won't find in the arcades—state of the art effects designed specifically for today's most radical games. No wonder we call it the...

SUPER ADVANTAGE

OVERSIZED JOYSTICK.
8-way directional control provides true arcade action.

VARIABLE SPEED SLOW MOTION.
Slow down the entire game when things get out of control.

TURBO SPEED.
A fully adjustable fire-control system (up to 30 shots per second).

AUTO TURBO.
Continuous firing that's hands-free. You won't find this anywhere else.

FIRING BUTTONS.
Instantaneous response, and built to last.



LICENSED BY

Nintendo



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CIRCLE #202 ON READER SERVICE CARD.

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INTERNATIONAL NEWS

AND NOW FOR SOMETHING COMPLETELY DIFFERENT: FIGHTING STREET 2...

The system-wide race for Street Fighter 2 has been on almost since the game made its debut over a year ago! The big guns behind the hardware are each aiming for their own versions of the hottest video game hit in recent history. Although Capcom denies that work is being done for the Sega platform, news has leaked out that an incredible 20-Meg translation of the game will be produced for the PC



The original Street Fighter game cast you in the role of Ryu!

Engine! Well, sort of.

If you remember, the original Street Fighter game appeared on the PC Engine and Turbo as an early CD effort called Fighting Street. Sources close to the production have indicated that the PC Engine adaptation of Street Fighter 2 will be called, you guessed it, Fighting Street 2! Hudson has indicated that this game will represent the last big push for the existing system specifications.

The beefed-up game is still in development, but should appear in the early part of '93. The extra memory will be used to animate the game even better than the Super NES version! What a present!

RIVERHILL SOFT OF JAPAN

GUNBUSTER Vol. 1

PC SUPER CD-ROM

CD

CD-ROM

The popular animation series comes to life on the Super CD-ROM! Join Noriko Takaya as she seeks to become the best mech pilot in the academy.

GunBuster Vol. 1 is represented in a 'menu' format that lets the story unfold depending on the choices you make.

Amano helps Noriko in many tough spots and helps her to become the best that she can be!

The cinemas are straight from the series and the voices are remarkable. Become the best mech pilot and help to stop the impending alien onslaught.



Noriko's father was a famous war hero whose death was a tragedy to all.



Amano and Noriko will teach you all you need to know about warfare.



In this screen, you can learn all about the current students, like Amano.



Amano is in her RX Trainer learning the skills to pilot the GunBuster.

VIDEO SYSTEMS OF JAPAN

SUPER VOLLEYBALL

SUPER FAMILICOM

8 MEG

CARTRIDGE

This Super Famicom version of the classic game of volleyball presents the player with a whole new look and feel!

Set in a futuristic era, Super Volleyball features players clad in cybernetic armor to protect them from this new form of combat volleyball.

Play in hyper mode where the brunt attack of your opponents can send you flying. This game is not for the weak at heart!



Incredible leaps with super spikes are enough to pierce your opponents.

Two fierce teams are ready to square off in the netted combat ring.





IF ONLY
I COULD
SKATE
SLAM
RAGE
JAM
THRASH
SCAM
AND
SCORE



LIKE I DO
WITH THE
ASCIIPAD SG,
THAT'D BE
KILLER!

Whoever said, "life is unfair" must have gotten their butt kicked by the new asciiPad SG.

Here's why: it's got **TURBO FIRE** (up to 24 shots per second), hands-free **AUTO-TURBO** and **SLOW-MOTION CONTROL**. Plus, it looks cool, too. With this kind of control, you'll always land on your feet. Which is more than we can say about life. The asciiPad SG. There's nothing fair about it.

NEW from **ASCIIWARE** for **SEGA GENESIS • SEGA CD**



IT'S HOW TO WIN.

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INTERNATIONAL NEWS

THE LEGEND OF PLANET MEGA...

Sega plans to give itself an all-new face in the Japanese market by introducing a variety of events under the Sega World title. This special amusement center will invite game players to sample a wide variety of Sega coin-op and consumer video games. It will also include other interactive media and hopefully cast a bright light on the Sega brand name. With Namco already operating an amusement center and Nintendo hinting at the same, it's not surprising that the big 'S' would want to get into the same game.



An artist's rendition of Sega World. Are entertainment parks the future?

TENGEN LINKS UP FOR GAUNTLET...

Following up on reports of multi-player peripherals in the last issue of International Outlook, the good folks at Tengen Japan have clued the one and only Terry Aki in on a similar splinter for the Mega Drive-Genesis! The four controller add-on is going to actually get tested on Tengen's own Gauntlet. Although it's sure to be a cool addition to Sega's 16-Bitter, Gauntlet is sort of an old game in my opinion. Actually, it's not just my opinion - it really is old!

KONAMI OF JAPAN

SNATCHER

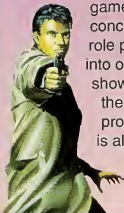
PC SUPER CD-ROM

CD

CD-ROM

Konami's first Super CD game is a mystery unlike anything conceived before it!

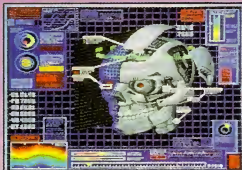
Gillian Seed has been placed in charge of searching for the awful killing machine, Snatcher! This robot conceals itself by 'snatching' humans, stripping them of their skin, and wearing this skin to lure its next victim!



As gruesome as it sounds, the game is an awesome concept that blends role play and action into one. Cinemas show various parts of the story as you progress. Snatcher is already receiving excellent reviews in Japan!



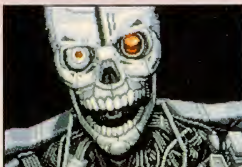
Straight out of the opening sequence, the city seems all too quiet...



This computer generated image of the Snatcher displays its deadliness.



The police force are helpless against the swift killings of the Snatcher.



The deadly Snatcher unit without its collection of human victims' skin on.

VIDEO SYSTEMS OF JAPAN

F-1 GRAND PRIX 2

SUPER FAMICOM

12 MEG

CARTRIDGE

This racing title was a strong seller in the Japanese market and now the sequel promises even hotter racing action!

The team organization and the mission courses are the same as the real series of races. Some new elements include a race with three loops!

The feel of speed as the objects rush past you has to be fully experienced! Race fans shouldn't miss this one one!



The overhead view offers a panoramic view of the course and the other cars.

Barreling through the straights to cross the checkered flag is quite a rush!



SNAKES, RATS, POISON AND DANGER. IT'S LIKE EATING IN THE CAFETERIA.

INDIANA JONES and the LAST CRUSADE™

From the caves of Utah to the deserts of Arabia...
You're Indy on a quest for the Holy Grail.



Navigate the caves, fend off the enemies and
find the Cross of Coronado.



You don't have time to pet the animals on
this Circus Train.

Not only is the Holy Grail about to fall into the wrong hands, they already have their hands on your father, Dr. Jones Sr. There is still time but you better step on it and don't make any mistakes. Fight your way through five levels of danger packed action. Be smart, steady and above all fast, and you might have a chance. Blow it...Your father and the world are doomed. This game is only recommended for those up to the challenge.



The catacombs are a dangerous place, skulls, bones, fiery rats and the constant threat of death.



Storm Castle Brunwald, but don't slip. It's a long and dangerous fall you won't live to tell about.



You're fast, but are you clever? Solve three puzzles of the Grail Temple or it's goodbye Jones Sr.



Available for Sega™ Genesis™ and Game Gear™

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U.S. GOLD

CIRCLE #168 ON READER SERVICE CARD.

INTERNATIONAL NEWS

NEW SOFT NEWS...

Not to be outdone by Dan-O's quite cool-as-usual international coverage, I've dug deep to uncover some top-secret news of potentially hot carts.

Get ready for Konami to go back to basics with a new Gradius adventure for the PC Engine! Curiously called Gradius 2 (are we surprised?), the game will be packed with new weapons and levels according to programmers close to the project.

Bandai will launch a follow-up to its Ultraman fighting game called (now I know you'll be surprised!) Ultraman 7! Can't tell you how it will play, but the Super Famicom cart should appear next year.

Tapping into the other side of the planet, the Genesis will get Out of this World 2! The English import should reach these shores during the first quarter of '93. If it's anywhere near as good as the Super NES title, we'll all be in for a treat!



Look for a follow-up to the amazing Out of this World for the Genesis!



The original Ultraman will get an even better sequel called Ultraman 7!

TAITO

SUPER H.Q.

MEGA DRIVE

4 MEG

CARTRIDGE

Chase H.Q. has been a hot title in the arcades on the Pacific front and it seemed only appropriate to introduce an even better home version for the Mega Drive.

Begin each stage by receiving a profile of the criminal and his car from headquarters. Then pick your vehicle of choice. This time you have a choice of a semi-tractor, a Ferrari F40, or an offroad truck.

Hop in the passing lane in quick pursuit of the vehicle. The distance meter informs you of how close you get to the criminals. Squeeze off a burp of nitro to make the chase even faster!

Repeatedly hit the criminal's car and watch it burst into flames. Ultimately, you will catch all of them and bring them to justice!



This time you can select a Ferrari, a semi-truck or an offroad truck.



To catch a criminal, repeatedly bash your own vehicle into the criminal's...



To burst the car into flames and make your bust in the name of the law.



Death from above! Enemy helicopters drop bombs on your police vehicle.

INFOCOM OF JAPAN

NIGEL MANSELL F-1 CHALLENGE

SUPER FAMICOM

8 MEG

CARTRIDGE

Nigel Mansell offers all drivers the challenge of a lifetime. Compete against him throughout 16 circuits in a fight to the finish.

The game is striving for a real full scale Grand Prix mode. The three race choices include a beginner race, a practice race and a coach mode. Nigel Mansell offers advice during the coaching mode.

Take part in the racing challenge of a lifetime!

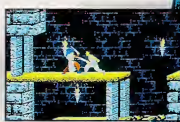


The race is set in a frontal view to get the most effective feel of open wheel racing!

Hop up or change the various components of the race car's chassis.



FUN ON THE GO!



When you're on the go, you want fun, action and excitement to tag along with you. And the only way to do that is to get these five great hits for your Game Gear™!

PRINCE OF PERSIA™ gives you non-stop action and adventure, featuring the most fluid and realistic animation ever seen on your Game Gear!

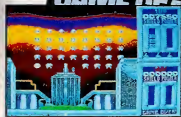
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KLAX™ is one tough brainteaser! And the toughest part is pulling yourself away from this mesmerizing game!

Buy the full line of Tengen hits at Toys™R™ Us, Kay-Bee Toys, Target, Babbage's, Electronics Boutique, Software Etc. and other fine retailers! Or call **1-800-2-TENGEN** to order.



Coming Jan. '93!



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TENGEN
VIDEO GAMES

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SUPER EGM PREVIEW!

BUBSY

THE BOBCAT

IN
**CLAWS ENCOUNTERS OF THE
FURRED KIND**



Travel through some strange lands in this awesome 16-bit cartoon!



Find these special bonus stages and load up on yarn balls!

JUST BOBBING ALONG!

We may not be first, but we always have more! Get ready for Accolade's super 16-Meg monstrosity that rivals real cartoons! This cart has the features of other side-scrollers, but it surpasses them all in terms of animation, sound, and a just plain cool look and feel! Check out the detail in these pix and you'll see what we mean! Stay tuned to EGM for lots more on Bubsy!



Bubsy can glide down to a safe surface!

You can even get into a cat fight!



Even the enemies scream in terror at the sight of Bubsy!



If Bubsy sits too long, he begins banging his fist on the TV screen!

CHECK OUT THESE COOL SCREEN FLIPPING EFFECTS!



Hit! Fly! Shoot! Ride!

Get Tengen's great hits for your Genesis™ and you'll do more than play. Everything's so real, you'll live the action and excitement!

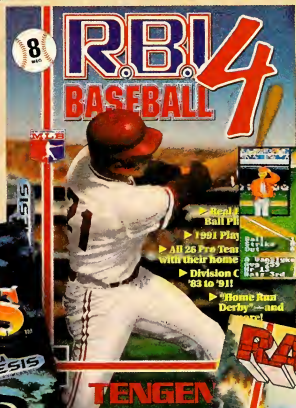
RBI™ 4 has such awesome animation, graphics, sound and realistic play, you'll experience every crack of the bat, every roar of the crowd as you play in the big league!

In **STEEL TALONS™**, feel your stomach drop,

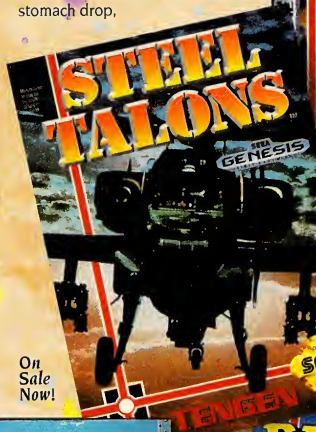
your hands sweat and your heart pound as you fly the Army's most advanced attack helicopter on dangerous combat missions!

Fire away in **RAMPART™**, an explosive game of superb strategy, graphics and action, as you seek to conquer the Middle Ages!

Ride your bike with twice the fun and laughter when you wreak mischief as **PAPERBOY™ 2!**



Super real baseball graphics and action — and more!



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Advanced combat flight simulator with 360° polygon graphics.



All-new graphics with action on both sides of the street!
Coming Jan. '93!

TENGEN

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Build fortresses and position cannons before the battle!



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VIDEO GAMES

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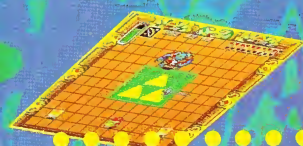
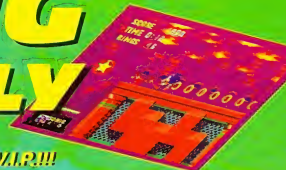
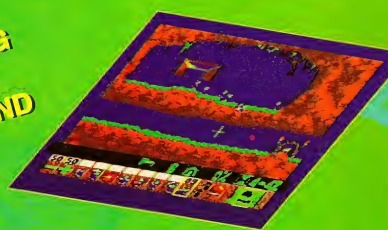
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DAWN PATROL



Frigid air buffets your face as you fly through the war torn skies of France. From the east you see movement: an enemy patrol. You adjust your goggles and slam the throttle open. You know you can take them.

Wings 2 - Aces High plunges you into the swirling air battles of World War I. Join an elite squadron of the Royal Flying Corps and take off on three different missions. Sweep in low with blazing machine guns on deadly strafing missions. Shatter enemy installations on charged bombing runs. Clear the skies in desperate dog fights. Precise play control brings the feeling of flight to the Super Nintendo Entertainment System. We've got the gear if you've got the guts!

- Smoking digitized graphics.
- Passwords keep you close to the boiling action at the front.



namco

NAMCO HOMEENTEK INC. 3855-1 Scott Blvd. Suite 102, Santa Clara, CA 95054-3013



Take It To The Streets...

CRASH 'N' THE BOYS™ STREET CHALLENGE

"Crash" Cooney and his posse from Southside High own every sports record in Spring Hill history. Legends? Heroes? Not in this town—where Todd Thornley and all the rich snobs up on the Hill think Southsiders are low-lives.

So Todd and the silver-spoon mama's boys at the three "Hiller" schools have issued a desperate challenge to save their fading reps: Let's take it to the streets in the Southside...no rules...no refs...no penalties—and we'll see who comes out in one piece.

And just in case the Hillers can't handle Crash 'N' The Boys, Todd's rich daddy has fielded Team Thornley—a ringer group of super-athletes from Thornley Industries.

Five radical events. Five motivated teams. Five members per team. Only one winner.



Hot Sports Action For 1-4 Players!



Southside's Crash Cooney sets another 400M Hurt-les course record. Crash and the Southside Boys—Cheese, Noise, Dragon and Sting-Ray—pull the Hillers to shame.



Todd Thornley forgets to let go and takes a ride in Hammer Throw Golf. His Washington High team has been humiliated by Crash once too often. This time it's personal.



"Spreck" Spreckles, Jefferson High's captain shows his lethal moves in the Water Slaughter. He thinks Lincoln and Washington are almost as bad as Southside. Almost.



Artie Van Smythe vaults from rooftop to lowering rooftop in the Skyline Scramble. Lincoln High's team captain despises the Southsiders—especially Crash.



Rocky Rockowitz makes use of the devastating super kick in the Judo event. The elite, computer-controlled Team Thornley is out to crush Hillers and Southsiders alike.



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CIRCLE #183 ON READER SERVICE CARD.

Leader Board

Check out the top qualifiers in each event. Have you met the Challenge?

400 M Hurt-les

These athletes have what it takes to attack the track and cross the finish line in record time.

Rank	Name	City	Character	Time
#1	Desmond Wu	San Carlos, CA	Wheels	0:54
#1	Ted Chuh	San Mateo, CA	Wheels	0:54
#3	Shannon White	Phoenix, AZ	Sting	0:58
#4	Bennett Meyer	Richmond, VA	Clint	1:00
#5	Evan Burns	Detroit, MI	Skip	1:08

Water Slaughter

These water warriors have shown their dominance of the acqueduct and defeated their opponents faster than anyone else out there.

Rank	Name	City	Character	Time
#1	Ted Chuh	San Mateo, CA	Clint	1:40
#2	Desmond Wu	San Carlos, CA	Clint	1:41
#3	Jerry Anderson	Edina, MN	Knots	1:44
#4	Howard Issac	Peoria, IL	Zack	1:49
#5	Pat Hudson	Denver, CO	Milo	1:53

Skyline Scramble

In the most dangerous event of all, these athletes have proven their strength and endurance, vaulting 13 buildings and crossing the finish line in world record time.

Rank	Name	City	Character	Time
#1	Ted Chuh	San Mateo, CA	Crash	1:56
#2	Desmond Wu	San Carlos, CA	Crash	1:59
#3	Jed Overland	Des Moines, IA	Barns	2:07
#4	Nick Vinnetti	Newark, NJ	Cheese	2:10
#5	Gregory Lee	Omaha, NE	Crash	2:14

Judo

These Judo Masters have proven they've got the brains to outwit their opponents and the brawn to pummel them in the fastest times ever.

Rank	Name	City	Character	Time
#1	Desmond Wu	San Carlos, CA	Noise	0:39
#2	Ted Chuh	San Mateo, CA	Noise	0:49
#3	Perry Fazio	Milwaukee, WI	Cheese	1:27
#4	Brad Worth	Stamford, CT	Zack	1:52
#5	Sandy Beck	Kansas City, KS	Crash	2:03

Tie-Breaker Questions

The tie-breaker questions will determine the winner if two or more entrants have achieved the same qualifying time in any of the events. Make sure you answer both questions.

THE ANSWERS TO THESE QUESTIONS MUST BE WRITTEN ON A PLAIN 3X5 PIECE OF PAPER ALONG WITH YOUR NAME, AGE, ADDRESS AND PHONE NUMBER TO QUALIFY FOR THE TIE-BREAKER.

Question 1:

What gift does Todd bring Team Thornley at the airport, in the victory animation sequence following a 1-player Tournament victory by Southside High?

Question 2:

How many gold medals are available on the Hammer Throw golf course?

...And Win Your Share of \$5,000 Cash!

Show The World Just How Good You Are...And BAG BIG BUCKS!

In May, 1993 American Technos and Electronic Gaming Monthly will award a total of \$5,000—IN CASH—to the country's top gamers. We'll dole out the dough to the top five record holders in each of four **Street Challenge** events: 400-M Hurtles; Water Slaughter; Skyline Scramble; and Judo.

You'll be able to keep track of the current world record and record-holder right here on our World Record Holders Board—which we'll update each issue between now and March.

Can you get your name and record up on the board for the world to see? Even more important, can it stand up against all

challengers month after month until we make with the moolah? Remember, you're going up against the best—and just like you, they can't wait to get their hands on some serious coinage.

Contest Rules Please Read All Rules Carefully!

1. To Enter: Send a photo of the game screen showing your best time in PRACTICE mode of any of the four listed events to: "Til Take The Challenge", 2401 Broadway, Suite 103, Redwood City, CA 94063

Write your name and phone number in ink on the back of your photo for identification (on Polaroids write on the front border). Then, on a plain 3x5 piece of paper hand print your name, address and phone number, as well as your answers to both Tie-Breaker Questions 1 and 2 listed here on the World Record-Holders Board.

(See Tie-Breaker below)

2. Entry Restrictions: Entries must be from the game's PRACTICE mode in order to qualify. (In Practice Mode you are not able to buy extra power-ups, to keep everyone competing on equal footing.)

3. Photo Requirements: After completion of an event in PRACTICE mode, wait until after the "WINNER" announcement completely disappears. The screen will automatically pause. DO NOT PRESS ANY BUTTONS. With the game paused on this screen you can take your time to shoot your picture. After you have taken the picture, press the Start button to resume game play. Any entries not adhering strictly to these photo requirements will be disallowed. Illegible entries or tampered photographs will not be eligible. Original negative may be requested from winners; if contest sponsor desires. The decisions of the judges are final. Sponsor and/or affiliated companies are not responsible for mutilated, destroyed, undelivered or otherwise damaged entries.

Photo tip: If your camera's flash fires, it may well wash out the T.V. screen and your score won't be readable. Consult your local camera dealer as to how to take pictures of a T.V. screen. Polaroid or other color prints acceptable. No slides. Entries will not be returned.

4. Prize Limitations: Enter as often as you like in any or all four eligible events. (Does not include Hammer Throw Golf.) However, only one entry from each contestant—the best time on file from that contestant—will be considered in each event upon completion of the contest. Awards will be limited to one cash prize per household per event, or no more than four total cash prizes per household.

5. Cash Disbursement: Cash prizes to be awarded will total \$5,000. A total of \$1,250 for each of the four events, will be disbursed as follows: First Place: \$650, Second Place: \$350, Third Place: \$150, Fourth Place: \$100, Fifth Place: \$50

Winners will be notified by phone and/or certified mail. Winners' names and prize information may be used by Electronic Gaming Monthly and American Technos for promotional or advertising purposes without further compensation.

6. Tie-Breaker: In the event of a tie, where two or more entrants have the same winning time, the contestant with the correct answers to both tie-breaker questions will be declared the winner. In the event that the contestants have answered both questions correctly, the applicable cash prize(s) will be divided equally among them.

7. Entry Deadline: Entries must be postmarked no later than March 31, 1993. Winners' names will appear in the May/June, 1993 Edition of Electronic Gaming Monthly.

8. Contest is NOT open to employees of American Technos, Inc., Senda Publishing Group, Inc., or members of their immediate family, affiliates, subsidiaries, advertising and promotion agencies and printers. All prizes will be awarded. Taxes are the responsibility of winners.

9. For a list of winners, send a self-addressed stamped envelope to: "Til Take The Challenge", 2401 Broadway, Suite 103, Redwood City, CA 94063



TRICKS OF THE TRADE

MIDWAY

MORTAL KOMBAT



ARCADE

SPECIAL MOVES AND DEATH MOVES

Rarely do we print tricks on arcade games, but this one deserves some coverage. Here are all of the deadly moves and techniques for each character. (Note: The moves are described for the character standing on the left side of the screen. Moves are opposite for the character on the right side).



KANO

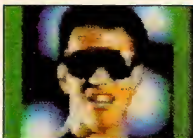
Head Smash - High Punch when close to your enemy.

Spinning Blade - Hold Block while moving Forward and Back quickly and repeatedly with the joystick.

Spinning Roll - Hold the Block button and move joystick in a 360° motion in the opposite direction of your opponent and while spinning, let go of Block to roll.

Death Move - Stand close and move Down, Diagonally Down-Right, Right,

Down, Diagonally Down-Right, Low Punch.



JOHNNY CAGE

Green Fireball - Back, Back, Forward, Low Punch.

Splits Punch - Block and Low Punch simultaneously.

Sliding Shadow Kick - Back, Back, Forward, Low Kick.

Death Move - Forward, Forward, Forward, High Punch.



SONYA

Force Wave Punch - Move Forward and Back quickly and repeatedly and press Low Punch.

Flying Air Punch - Move Forward and Back quickly and repeatedly and press High Punch.

Double Leg Grab and Slam - Get close to your opponent and press simultaneously, Diagonally Down-Left, Low Punch, Block, and Low Kick.

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MIDWAY

MORTAL KOMBAT

(CONTINUED)



ARCADE

SPECIAL MOVES AND DEATH MOVES

Death Move - Forward, Forward, Back, Back, Block.



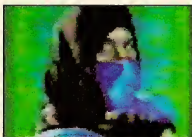
RAIDEN

Torpedo Push - Back, Back, Forward.

Teleportation - Down and then quickly Up on the joystick.

Lightning Blast - Down, Diagonally Down-Right, Right, Low Punch.

Death Move - Forward, Forward, Back, Back, High Punch.



SUB ZERO

Ice Blast - Down, Diagonally Down-Right, Right, Low Punch.

Power Slide - At any distance, press simultaneously, Diagonally Down-Left, Low Punch, Block, Low Kick.

Death Move - Forward, Down, Forward, High Punch.



SCORPION

Spear and Pull - Back, Back, Low Punch.

Teleportation - Down, Diagonally Down-Left, Left and High Punch.

Death Move - Hold the Block button and press Up two times.



LIU KANG

Orange Fireball - Forward, Forward, High Punch.

Flying Kick - Forward, Forward, High Kick.

Death Move - 360° motion in the opposite direction of your opponent.

Apoorva Desai, Libertyville, IL



Make sure to block Johnny Cage's Sliding Shadow Kick.



Liu Kang and Johnny Cage can throw fireballs.



Raiden's Torpedo Push is one of his most powerful moves.



Get over here! Scorpion's spear is extremely deadly!



Raiden and Sub Zero do their Lightning and Ice Blast.



GAMEHANDLER[®]
CONTROL

3021 Bethel Rd. #108
Columbus, Ohio
43220



Where did the Turtles go?

"Make Turtles Disappear!"

"Make Mario Run Backwards!"

GAMEHANDLER lets you revive the investment you have in games now,

later! You can expand GAMEHANDLER to work on the 16-bit Super NES.
Here's a neat trick you can do only with GAMEHANDLER! If you've already beaten Super Mario Bros. 1 from Nintendo, now you can add a new challenge. Tip your GAMEHANDLER controller upside-down and see if you can beat the game running backwards. Now Mario has new dangers and new timing for his jumps, and even throws his fireballs backwards.

GET A GAMEHANDLER[®]!

Cowabunga, Dude! Here's an awesome trick for Teenage Mutant Ninja Turtles 2 from Ultra. Again only with the GAMEHANDLER controller you can Hyperwarp—actually disappear and reappear around the screen. When you push your jump button on GAMEHANDLER, quickly flick your wrist right or left. This is helpful when the bad guys surround you on the higher levels.

NO CODES

NO PROGRAMMING

CIRCLE #228 ON READER SERVICE CARD.

WATCH THIS SPACE FOR MORE SECRETS AND TRICKS


SUPER NES ALL CHARACTERS VS. SAME COLOR

This is it! The method to play every character's same color computer opponent has been found! Follow these instructions carefully, and you will be fighting your twin with any character you choose!

Start a one player game and choose any character. Once you fly to your opponent's stage, let your fighter lose both rounds. When you are asked to continue, press START on the first controller. You will go back to the player selection screen. (Note that the character you previously used is now in black and white). Now, this is very important. Designate the character that you want to feature and play against. Once you have chosen your fighter, you will be taken back into the stage you fought before. Let your fighter lose both rounds again. When you are asked to continue, press START on the first controller. Again, you will go back to the player selection screen. Choose another different character. (Note that the charac-

ter you just used is still in color). Now, with a new chosen character on controller 1, fly to a stage and press START on controller 2. **DO NOT** pick the fighter that you designated to fight as the same color character. Take player 1 and purposely defeat player 2. Let player 2 lose both rounds. Player 2 will be asked to continue. Wait until the computer chooses a stage and then press START on controller 2 to join. Pick the character corresponding to the stage you are flying to. This way, you will keep advancing stages. But, be careful that you don't pick the fighter that you designated to fight as the same color character. Once you go through the characters and get to the stage of your designated alter ego, let player 1 and player 2 sit in that stage for 4 rounds without hitting each other, until time runs out. After this happens, player 1 will be asked to continue. Press START on the first controller and pick the fighter you designated to

fight his/her clone. With the first controller, press START, and you will be fighting the same color character. This also works with the Character vs. Character code (DOWN, R button, UP, L button, Y, B as the Capcom logo fades in). If you enter that code

and use the same method, you will be able to fight against the alter ego colors. The pictures below illustrate the trick step-by-step and will help you get through this complex yet extremely cool hidden technique!



1 Start w/ Ryu, purposely lose, choose Guile, and lose again.



2 Continue with Chun Li and press START on controller 2.



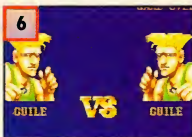
3 Have player 2 join in and continually lose all battles.



4 When you work your way to Guile's stage, sit for 4 rounds.



5 After time runs out, and you continue, choose 1P Guile.



6 You will fight as player 1 with a clone computer rival!





Try hitting this guy below the belt.

Introducing Power Punch II.



The Champ is back! With new super-charged graphics and a ring full of other-worldly opponents itching to re-arrange his face. The competition will be fierce as you shake claws and come out fighting the most vicious mutants, cyborgs and creatures to ever hit the galaxy. Or anything else. Each possess ferocious strength, inhuman stamina and warp drive speed. To walk away a winner, you'll have to use every trick in the book. Power Moves and Punching Tools like super nova jabs, stellar upper cuts, and hyper-awesome rights and lefts. Hit the right combination and...POW!...alien heads will roll! It won't be a pretty sight. But as any Heavyweight Champion of the Universe knows-when the going gets tough, the tough get Power Punch II.



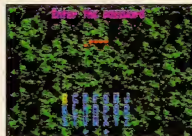
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CIRCLE #143 ON READER SERVICE CARD.

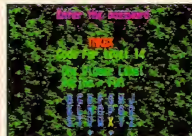
SUNSOFT**LEMMINGS****GENESIS****LEVEL PASSWORDS**

Lemmings is a fun puzzle game that can get quite difficult in the later levels. These passwords will get you through each round of the Lemmings' Genesis adventure! Choose the Password option from the title screen and enter the following codes for access to every one of the levels.

- | | |
|-----------|-----------|
| 2. QWKYN | 17. VHDVD |
| 3. NDDTD | 18. ZZKZN |
| 4. SWKYN | 19. XHDVD |
| 5. FTDVM | 20. CBKBP |
| 6. KMKBX | 21. PXDWM |
| 7. HTDVM | 22. TQKCX |
| 8. MMBX | 23. RXDWM |
| 9. VDDTD | 24. WQKCX |
| 10. ZWKYN | 25. FJDVD |
| 11. XDDTD | 26. KBKBP |
| 12. CXKYN | 27. HJDVD |
| 13. PTDVM | 28. MBKBP |
| 14. TMKBX | 29. YXDWM |
| 15. RTDVM | 30. DRKCX |
| 16. WMKBX | |



Access the password option and you will see this screen.



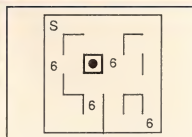
Put in different passwords to advance to each game level.

**BULLET PROOF SOFT.****FACEBALL 2000****SUPER NES****LEVEL MAPS**

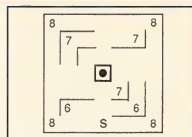
These maps should help you locate your enemies on certain levels. The chart will help in determining which enemies are present in the levels shown. Each number stands for a different character in the game. This will help you better plan your method of attack, and eventually escape the round unscathed!

- 1 = Shootme
- 2 = Shootme2
- 3 = IshootU
- 4 = IshootU2
- 5 = Gremlin
- 6 = Turkey
- 7 = Wally
- 8 = Rover
- S = Player Start

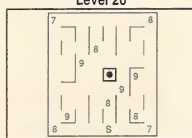
Make your way through the Cyberzone, and you will access some hidden levels called Cyberscape!



Level 10



Level 15



Level 20



Level 26

KEMCO**KABLOOEY****SUPER NES****LEVEL PASSWORDS**

These level codes are for the incredibly puzzling puzzle game, Kablooy! At the password option, enter these codes as follows:

- | | |
|----------|----------|
| 15. MVFF | 22. GBMF |
| 16. DJMF | 23. PBSS |
| 17. DBVG | 24. WPRG |
| 18. DPLL | 25. LFBG |
| 19. DJSK | 26. CVFF |
| 20. GBTF | 27. LPJC |
| 21. JRPN | 28. DBTG |
| | 29. WGGD |
| | 30. TJMG |



At the configuration screen, choose the Password option.



Entering your password will put you in these higher levels.



Kevin Crane
W. Seneca, NY

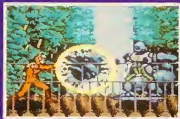
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BUY TWO IREM GAMES
AND I'LL GIVE YOU
THE SHIRT OFF MY BACK.



STREET COMBAT

Amazing feats
and adventure lurk around
every street corner in this
incredibly exciting game for
1 or 2 players.



Earth-shaking visuals, huge challenges, and a story you can really sink your teeth into.



Save the Universe from the evil Bydo Empire. Features non-stop action and a variety of challenges.




Top arcade game brings explosive action right to you. Special effects & two-player simultaneous action.



Tee-off with skins—winner-takes-all on every hole or match play—combines different styles.



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- Buy any two of these games: DinoCity, Super R-Type, The Irem Skins Game, GunForce, or Street Combat.
- Cut out the UPC code from your boxes.
- Fill-out the form, cut at dotted lines, then put form and UPC codes in an envelope mailed to this address: 

irem
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Irem America Corporation
8335 154th Avenue N.E.
Redmond, WA 98052
FAX: (206) 883-8038

Please hand print on ink

Name _____ Age _____

Address _____ City _____

State _____ Zip _____ Phone(____) _____

Shirt size: Sm Med Lg Xl GunForce

Check which 2 games you purchased: DinoCity GunForce

The Irem Skins Game Super R-Type Street Combat

Please allow 6-8 weeks for delivery. Offer expires 4/15/93.

NINTENDO SUPER MARIO KART ★

SUPER NES GHOST RACER ★

Start a one-player game, pick Time Trial, and go to the driver selection screen. You will see the first player highlighted. Next, press START on controller 2 and the Princess should have the letters, "COM" above her. Choose your 1P driver with the first controller and your COM driver with the second controller and then choose your course. Start

the Time Trial and you will see that the COM driver is really a computer controlled ghost driver that will be racing with you in the Time Trial competition. Be quick, because this ghost driver is no wimp! If the ghost driver wins the race, it will not affect your time in any way.



Choose a 1 player game, do the trick, and then race.



A ghost racer will appear to challenge your Time Trial.



ARENA

PREDATOR 2 ★★

GENESIS LEVEL PASSWORDS

If you are having trouble with some of the rounds in this game, try these passwords. At the title screen, press START to get the options. Go to the password mode and press START. You will be given a password entry screen. Select these passwords for the corresponding levels that follow:

- Level 2 - KILLERS
- Level 3 - CAMOUFLAGE
- Level 4 - LOS ANGELES
- Level 5 - SUB TERROR
- Level 6 - TOTAL BODY

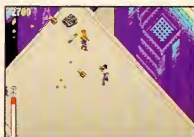
Now you can start your game in the levels, and go on to win the game!



Access the password option on the title screen.



Enter different passwords to advance to higher levels.



NINTENDO SUPER MARIO KART ★★

SUPER NES SPEED BOOST START

Start a game and go into any race. When Lakitu floats down with the starting lights, wait until the first one flashes and makes a beep. Now, timing is very critical. After the first beep, press and hold the B button. After all of the lights have gone, you will boost ahead of your opponents as if you had used a mushroom. Keep trying if it doesn't work the first time.



TTI NEW ADVENTURE ISLAND ★★

SYSTEM LEVEL SELECT

To access the level select in this platform game, go to the title screen and push these buttons in this order: LEFT, LEFT, I, RIGHT, RIGHT, II, UP, DOWN, UP, DOWN. You should now see a number in the lower left-hand corner of the screen. Push UP on the pad to choose the level number. Push RUN to go into your chosen level.



Keeping It Portable Was Tough...Until Now.



Expanding your Game Boy system does not mean giving up portability; not now. The rugged Light Boy **GAME KEEPER** is a durable and practically designed hard-shell case for everything you will need to get the most out of your Game Boy system.

With special compartments for your Game Boy, Light Boy, Rechargeable Battery Pack, Six Game Paks, Game Link, and Ear Phones, the Light Boy **GAME KEEPER** allows for on-the-go action. A port is even provided to allow the cord for the battery pack to pass through to Game Boy. If you have a battery pack, you can keep it inside the **GAME KEEPER** and still provide the power to keep your Game Boy going on the outside.

Never again will you have to sacrifice power for portability.

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CIRCLE #125 ON READER SERVICE CARD

TTI	GATE OF THUNDER ★★
TURBO DUO	STAGE SELECT

To select your stage within this phenomenal shooter, wait for the title screen to appear. Next, press these buttons in this order: I, II, II, I, SELECT, I, II, I, II, SELECT, SELECT and then press RUN. You should be in the configuration screen. Notice that there is one more line in the options that is highlighted in red, called STAGE. Access this line

and press LEFT or RIGHT on the control pad to change the level numbers. You will be able to use the pad to choose your starting stage! With different stages come different challenges! This is a good way to start where you left off and using this code, you can even access the last level of play!

— Kerwin J. Blazoluski
Lockport, IL

	
--	--

To make the level select work, do the trick at the title screen.

You will be able to select any stage from this screen.

KONAMI	KING'S QUEST V ★★
NINTENDO	PASSWORDS

Once you get into this game, highlight the icon that is circled in red. Next, select the Restore option. When the screen appears, choose the Password option. You will then be able to enter these passwords with the cursor on the screen:

5-19S8013Q50MNIJ
Mordack's library



5W1CJ8012L50MDM
Mordack's lab

5Y1206002258H-N
Battle 1 with Mordack

5Y1204002258HQN
Battle 2 with Mordack

JT500F155R30R18
Maze under Mordack's castle

— Steven Engle
Salem, IN


	
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Select this icon and restore a previously played game.

Choose the password option to get further in the game.

KONAMI	T.M.N.T. IV ★★
SUPER NES	EXTRA SET OF CONTINUES


Here is a very easy method to get an extra set of continues for this time-travelling turtles game. When you are on your last continue and close to dying, press START on controller 2. You can now continue as the second player with as many continues as you started out with on controller 1. It will now be easier to finish the game.






NINTENDO	SUPER MARIO KART ★
SUPER NES	SCREEN ROTATION

Choose a one-player game and go to the Time Trial option. Choose your player and go to the course of your choice. While racing, be careful not to hit anything. Get a good time and then access the Replay option. While in Replay mode press the L or the R button to rotate the screen. You can do this on any level in the Time Trial!





PLUM THROUGH SPACE



It's so fast, it'll make your teeth rattle. So intense it'll make your toes curl. So action-packed, you'll go rocketing, blasting, and splashing your way through 8 stages in Thunder Spirits™, the Super NES™ Action/Arcade classic. It may take facing horrific 3-D creatures & multi-level scrolling. It may take a will of iron & nerves of steel. But you've got what it takes! Even if you have to hurl.

SEIKA

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Circle #211 on Reader Service Card

TTI	SOLDIER BLADE ★★
TURBO DUO	LEVEL SELECT

This intense shooter can be difficult; especially in the later levels. If you would like to start off on any level of your choice, then do this method to access the level select. On the title screen, Hold UP on the control pad and then push SELECT. Let go and hold DOWN and then press SELECT. Let go and then hold LEFT and then press SELECT. Let go and

hold RIGHT and then press SELECT. Now push the SELECT button one more time and you will see a stage select option appear in the lower middle of the screen. This will allow you to start at the beginning of any stage, and even start right at the last level to face the last boss and his minions!



Do the code at the title screen and you can choose stages.



Start at any stage you want, and even go to the last boss!



ELECTRONIC ARTS	TEAM USA BASKETBALL ★★
GENESIS	INCREDIBLE PASSCODES

This basketball game can get tough. Do you think you are good enough to make it to the Gold Medal Round? Here is an easier way to get there without having to play through the whole game to do it. Choose the tournament option and go to Restore. Use the A button to put in the letters of the password. The START button will let you leave

this mode. This password will take you to the Gold Medal Round against Italy: **VOT6RBB**

This next password will let you view the ending ceremonies without having to play any of the game: **V#T6RBK**

Garnett Reeves
Newburgh, NY



Enter your desired password on this screen.



You can either play the game, or just watch the ending.



KONAMI	BUCKY O'HARE ★★
NINTENDO	GAME GENIE CODE

Help Bucky rescue his friends in even more success when you use this code. Once you continue your game, you will get 10 lives instead of 3! You must have a Game Genie unit to make this code work.

PEXGVVZE

Every time you continue, you will have a total of ten lives so you can do better.



CAMERICA	QUATTRO SPORTS ★★
NINTENDO	GAME GENIE CODE

Give yourself an advantage in the BMX bike racing part of Quattro Sports. You must have a Game Genie unit to make these codes work.

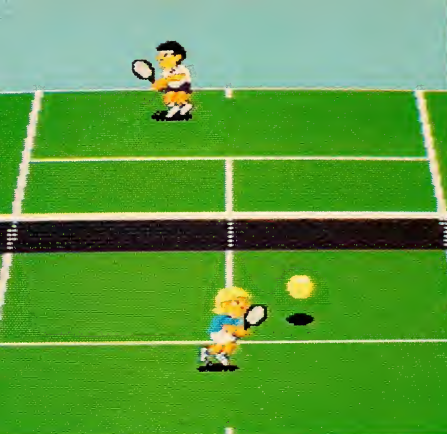
SLSEEXVS - Stops the timer

AYEEOZYG - 47 minute timer increased to 70

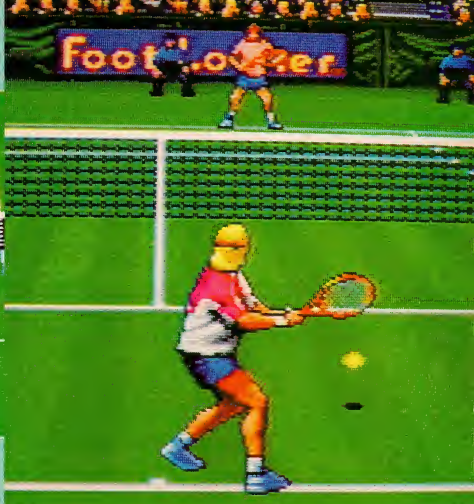
EAEEZXAI - 50 minute timer increased to 80

EPEEUZAG - 40 min. timer increased to 90





15-30



WHY PLAY THIS... IF YOU CAN PLAY THIS!

You've seen it all before. The short, squat, stubby cartoon-like players. The overhead view. The awkward feel. You've probably even asked yourself: Is this the best a 16-bit home video tennis game can be? With all that power available, do these games have to wind up looking only slightly better than an 8-bit cart? **Of course not.**



Check out **Amazing Tennis™**—the revolutionary tennis video game that blows all the others right off the court! Everything your 16-bit machine's capable of is right up there on the screen: 22 planes of depth, motion-picture-quality animation, precision-play controls, full shot selection, an on-the-court view. And you can choose from a roster of 15 ranked opponents in 1-player mode, play an entire tournament, or go head-to-head against a friend!

So don't waste your time hacking with amateurs. In **Amazing Tennis**, you're playing at full potential!

For 1 or 2 players, on your Super Nintendo Entertainment System® or Sega™ Genesis™. Featuring the digitized voice of world-famous chair umpire Frank Hammond! Designed by David Crane.



CALL FOR A FREE VHS TAPE OF DEMONSTRATIONS FROM AMAZING TENNIS AND OTHER ABSOLUTE GAMES!
(\$4.00 handling charge for each tape, applicable toward a purchase of Amazing Tennis. Ask the operator for details. Offer may be withdrawn at any time.)



Time your serve for maximum speed! The radar gun displays service velocity!



Catch your opponent at the net and arc a winning lob!



Put one away with the overhead smash!



Charge the net and slice a winner!


SUPER NINTENDO
ENTERTAINMENT SYSTEM



SEGA
GENESIS
16-BIT CARTRIDGE
Actual Genesis screens may vary.

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CIRCLE #151 ON READER SERVICE CARD.

ELECTRONIC ARTS	RAMPART 
SUPER NES	SECTION PASSWORDS

Knock yourself out with these section passwords for the action packed war game, Rampart. At the password screen, put in these codes to move to the different and more difficult sections of the game:

Section 1: BCBBCBCB
 Section 2: CDDDXXC
 Section 3: BBXCBCBB
 Section 4: BBDFGDFG
 Section 5: DFDFDXTF

Section 6: BCDFXBT
 Section 7: BBZXTZZZ
 Section 8: YYDYCCDC
 Section 9: BXTBCDDB
 Section 10: WWTNNWWZ
 Section 11: CZCTCZCZ
 Section 12: BBBZTZZD
 Section 13: CXTXCRCR
 Section 14: CDCDXXC
 Section 15: BZBDBXBZ
 Section 16: H PPyJ Y


Daniel Wu
Seattle, WA





Enter your specific section code at this screen.

You will be amazed at the many types of levels available.






KEMCO	PHALANX 
SUPER NES	CHEAT MODE

Now there is a method to increase your stock of ships, credits and select the starting stage for this shooter. At the title screen, press START. Go to the System Configuration option and while holding the top R button, on controller 1, press START. On the configuration screen, press the top L and R buttons simultaneously on controller 2 and you will see your current Stock and Credits. Now on controller 2, press and hold these buttons in this order: A, B, X and Y. A stage select option will appear. Highlight the Stock option with controller 1 and then press SELECT and then START on controller 2. You can now increase your Stock to 30, Credits to 99, and your Stage Select to 8, which is the last level.




Go to the System configuration and start the trick.

You will be totally powered up once you do this trick!

BULLET PROOF SOFT.	FACEBALL 2000 
SUPER NES	CHEAT CODE

Thanks to this Game Setup screen, you can set the options to your liking. The settings you can change are the number of beginning lives, your armor, shots, speed, and the time it takes to reload. To access this setup mode, go past the title screen to the starting level screen for Cyberzone and hold the top L and R buttons and then START.




BE THE KEEPER OF THE CHEESE!

With a work load that leaves him no time for lunch, Trickman Terry has been eating from the brown-bag cafe and loading up on cheese and crackers every day! Lately, the terrorist of tricks has been resorting to his high-cheese diet so strongly that some things aren't moving like they should in the Trickman's office! The big boys at EGM won't let the poor guy go until he figures out the hottest hints on all the super softs. Make the world a better place for Terry and become the Keeper of the Cheese by sending in your gaming goodies right away! After all, man cannot live on Limburger alone! Act today! Send your new soft secrets to: Tricks of the Trade, Sendal, 1920 Highland Avenue, Suite 222, Lombard, Illinois 60148.


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TOXIC CRUSADERS

MUTATE AND CONQUER!

Fight with Toxic, a hideously deformed creature of superhuman size and strength, as he battles the evil alien Dr. Killehoff and his ruthless henchmen!

TOXIC CRUSADERS IS A NUCLEAR BLAST

LICENSED FOR PLAY ON THE 

AVAILABLE THIS SUMMER FOR

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Now you can subscribe to the Bandai Gaming News Letter, "BGN"! Every month "BGN" will provide special tips, codes and maps that will help you become an expert Bandai game player. You also get the inside scoop on all of our exciting new game releases for NES, SuperNES and Gameboy 1992/1993! Just fill in this coupon and mail it today to get your copy of "BGN"!

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SUPER NES BUYER'S GUIDE

EXCLUSIVELY DESIGNED FOR SUPER NES PLAYERS!!!

Now there is a magazine made exclusively for owners of the hottest, most powerful Nintendo video game system ever made, the Super NES! Here is a magazine with all of the latest information, unbiased multi-person game reviews and spectacular maps and tips, so incredible that only the editors of *Electronic Gaming Monthly* could put it all together! Turn to the Super NES Buyer's Guide for the first and best info on the S-NES and its games! In each bi-monthly issue, you will find pages and pages packed with the most detailed full-color coverage on everything for your favorite 16-Bit machine! With an exclusive focus on the best and worst the Super NES has to offer, this Buyer's Guide is the one magazine you can trust to get the most out of your Super NES System!



Only in the Super NES Buyer's Guide will you find the first coverage on the newest games like *Street Fighter 2*, *Contra 3: The Alien Wars* and *T.M.N.T. 4*. Don't miss out on any of the action! Subscribe to the Super NES Buyer's Guide today!

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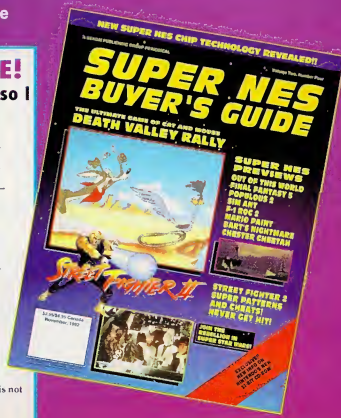
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Put

An interview with Terry Banks, Tester/Sega Menacer.™

a shooting

How is the Menacer any different from other video shooting controllers?

There are four different ways you can play with the Menacer. Hold it in your hand for a sure shot, add the stabilizer to shoot commando style, add binoculars for dual vision, or use all three for full tilt action.

gallery in your

How does it work?

Aim at the screen, and fire. The infrared receiver reads the laser beam from your fire and feeds the message into your Genesis™ machine. You see the damaging effects immediately. And with Accu-Sight™, the on-screen crosshairs can be turned on or off, so your accuracy is unbelievable.

living room without

They're all shooting type games?

No, actually. Six different kinds of games are included, and there's real variety. WhackBall™ is more of a skill game. It's very challenging. Most people can't even get past the third level. And Arena™ will be bringing out T2™ The Arcade Game™ soon. If you're the aggressive, competitive type, it's your game

ruining

What's your favorite game?

Ready, Aim, Tomatoes!™ is pretty sick. You blast bad guys with tomatoes to protect ToeJam and Earl!™ You can even power up and machine gun tomatoes at them. The game speeds up as you go, so it gets to be super challenging. But that's what makes it fun. All the games are fun in that way. It's really a terrific way to take out your frustrations.

your wallpaper.



NEXT WAVE

NEW SOFT NEWS

Well gamers, the Christmas season has fallen upon us again and this is the time we celebrate all the goodies that the video game companies have created for us game lovers!

It seems that the Sega CD is the new system that everyone is talking about! With all the hot titles that are appearing, it's not hard to see why!

Some of the newest titles include Sony's Sewer Shark, a quest that sends you racing through stinky sewers to save the human race. • Switch is a humorous new game from Sega where you supply the ingredients to create a hilarious and original cartoon. • If music videos are your thing then Sony has got you covered. Kris Kross, C+C Music Factory and many other CD's allow you to make your own original music videos.

Other CD titles include Night Striker, Dracula and Hook to name a few.

On the Super NES side, Bandai has recently developed Bazooka Blitzkrieg to support the Super Scope 6 peripheral. • The Bat is back for another bout with the Joker in Batman: Revenge of the Joker from the folks at SunSoft.

For Genesis owners, the influx of new games is overwhelming! Shadow of the Beast 2 from EA takes the system to new heights. • Outlander and Pigskin Football are unique titles with a special flair. Can't wait to see what 1993 offers!

JVC

JAGUAR XJ220

SEGA CD

CD

CD-ROM



When flying along at high speed, the turn arrow indicators are welcome!

CD racing games take on a whole new meaning when you race the spectacular XJ220 with the infamous "Team Jaguar"!

Take part in the World Tour and compete against the toughest drivers from 16 different countries like Brazil, Britain and Japan.

Take the Jaguar out on a test track to get a feel of what 200 MPH really feels like. If the car has too much understeer, oversteer or just plain doesn't handle well, enter an option screen to change the calibration of the suspension and wing angle.

For a change of pace, you can race against a friend in the two player mode or use the track editor to create your own raceway!



The England checkpoint is your goal as you race on these twisty roads!



Drive through historic cities at blazing speed on the straightaways!



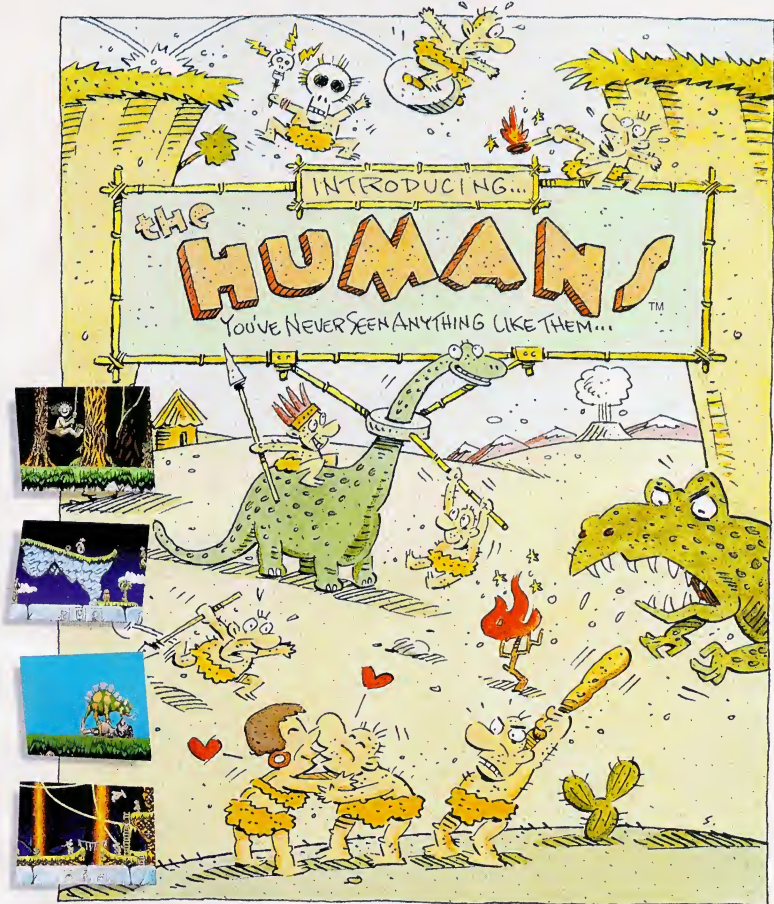
The fans love a race, but don't let their good cheers stop your concentration.



Watch out! This gravel truck has spilled its load right in your path.



Jaguar's were never meant to go offroad or slam into overpasses.



EVOLUTION...To paraphrase Darwin, it's the survival of the hippest. One wrong move and you're dino-meat, one wrong step and you're a fossil, one fashion faux-pas and you're the laughing stock of the gene pool, baby. Discover tools, survive and multiply or these HUMANS are a time-line footnote. In this world of chaos and carnivores...

...Keep the tribe alive.

GAMETEK

BANDAI**BAZOOKA BLITZKRIEG****SUPER NES UKN. MEG CARTRIDGE**

The Super Scope 6 is widely gaining acceptance as the hottest new peripheral for the SNES. Bandai has jumped on the bandwagon to produce their first SS6 title, Bazooka Blitzkrieg.

Sylon Inc.'s mainframe computer has gone on the friz. All of the security robots are now running rampant through the city streets. Armed with the Super Scope 6, you're the city's last hope!

Throughout the five levels of play, you can shoot the enemy robots as they try to stop you. Power-ups can be found to keep yourself in optimum battle condition. Collect shields, missiles and health points to keep you going. The war to save the city is on!



Hit the shield icons to protect yourself from oncoming enemy assaults.



These robots never give up! When they appear, blast 'em with a missile!



Stage 2 features hover-bike riders that lob fatal grenades at you. Heads up!

ELECTRONIC ARTS**SHADOW OF THE BEAST 2****GENESIS****UKN. MEG****CARTRIDGE**

Since you have slain the beast lord, all you need to do now is head home to your family and your sister child. However, as you arrive, you discover to your dismay that she has been stolen by the vile Zelek, a necromancer of incredible power who is in the service of a mysterious demon named Maletoth. Now you must venture out once again and solve the puzzles that lurk in the land!

Since you have been changed back to a human, you now use a ball and chain weapon. But you can still conquer others along the way by throwing axes and casting a special ripple spell. The graphics and parallax scrolling are much better than the first version, and the music provides a more vivid and horrific atmosphere!



Enter the old castle and set this grisly beast free to attack a dozing goblin!



Should you find the way to this place, talk to the giant snail to find the exit!

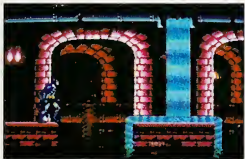
SUNSOFT**BATMAN™ : REVENGE OF THE JOKER****SUPER NES****UKN. MEG****CARTRIDGE**

The insidious Joker once again holds Gotham City under siege. He is extracting his revenge by assembling an even more fiendish group of thugs to raid the town. The police can do nothing about it, but one man can . . .

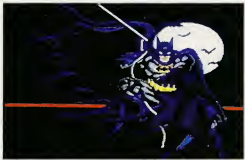
Take to the streets of Gotham with an entire arsenal at your disposal. Spread guns, Batarangs, and grappling hooks allow Batman to stop the Joker's minions from taking over the city.

Battle through the city sewers, streets and rooftops of Gotham. Only Batman's cunning skill and strength can help him now.

To succeed, the Dark Knight must return to put the crooks on ice, battle the Joker and save Gotham City from the forces of evil once again.



The sewers are a perfect place for the Joker's smelly cohorts to hang out.



Swing into action with Batman in his biggest and best adventure yet!

SONY IMAGESOFT

DRACULA

SEGA CD CD CD-ROM

Dracula lives on the Sega CD! Take part in the future movie of the year in a game that sets new standards for CD-ROM. Pursue Dracula and stop him once and for all.

No wooden stakes here! Use the latest in high-tech weaponry to stop 'ol Drac before he strikes out once again! This is coming in the Spring for the Sega CD!



Super video effects make Dracula one of the hottest CD games yet!

ELECTRONIC ARTS

GALAHAD

GENESIS UKN. MEG CARTRIDGE

Previously known as Leander on the Amiga format, Galahad offers exciting play with a challenging quest.

Control Galahad through eight stages of magical mysteries. Before each quest, a maiden informs you of your mission. You must complete each stage to her instructions if you want to achieve your final destiny!



This horse and carriage offers a free ride to one of the upper ledges.

COMPILE

SWITCH

SEGA CD CD CD-ROM

Our daily lives are inundated with various types of switches, but in Compile's Switch, you're not dealing with the modern-day circuitry of our world, but instead a different environment where switches cause action.

You supply the mechanics behind this new category of gaming called gagventure! Switch contains an unprecedented 1000+ jokes, each with its own unique punchline.

As a CD, Switch is capable of offering hilarious animated sequences that will have you on the floor! Every sequence has a range of comical options depending on the actions you take. Try to find all 1000 jokes; we guarantee it's a Switch!



You can see just how many skirts are possible just by looking at this room.



They don't make 'em like they used to! This is one of the gags you'll see!



The jokes never seem to end! Even your little pup gets in on the action.

HI, YES... SURVIVAL OF THE FITTEST

HUMAN

Nature

PART THREE: EVOLUTION

IN ORDER TO TRULY EVOLVE, WE MUST WORK TOGETHER!

APE =

- VERY FIT
- VERY STRONG
- NOT VERY SMART

HUMAN =

- SORT OF FIT
- SORT OF STRONG
- NOT VERY SMART

MODERN =

- NOT VERY FIT
- NOT VERY STRONG
- NOT VERY SMART

HAIRY ALL OVER (DOG?)

HAIRY BACK AND CHEST (UG?)

HARRY SMITH (HUH?)

WHAT HAPPENED TO THE FUR? (KICK ME)

IT WENT OUT OF FASHION

GAMETEK
Humans is a trademark of Gametek, Inc.

SONY IMAGESOFT**HOOK™**

SEGA CD CD CD-ROM

The mysterious Hook has kidnapped Peter Banning's children. After becoming Peter Pan, he must set out on twelve levels of excitement to rescue his kids and stop Hook forever.

Hook for the Sega CD combines the brilliant action and graphics of the 16-Bit game with digitized scenes from the movie. CD-quality sound adds to the suspense of this thriller.

Face hordes of pirates through-out the colorful lands. Power-ups are readily available such as swords, leaves, and the all-important pixie dust that allows flight.

If you are looking for more in your action titles, take part in the adventure fantasy of a lifetime. You'll be hooked for sure!



With Peter Pan's flying technique, this pirate will never know what hit him.



Take on this airborne boss with help from Tinkerbell's pixie dust. Fly high!



Witness one of the many digitized images found only on the Sega CD!

BLACK PEARL SOFTWARE**TOTAL CARNAGE**

SUPER NES

UKN. MEG

CARTRIDGE

The Kookistan desert becomes the staging ground as General Akhboob begins to cause trouble around the world.

ACE reporter Candy Blitzen is about to report on the news of the century when she and other reporters are suddenly captured by Akhboob's soldiers! Mayhem and Carnage have taken it upon themselves to rescue Candy from Akhboob!

In the arcade, Total Carnage is the sequel to Smash T.V. but this version contains even more action and hideous enemies to face than ever before!

You and a friend can take on the evil with an assortment of machine guns, flame throwers and other potent goodies!

Are you tough enough to take on Akhboob's rebel forces?



After The War Of 1999, Reporters Swarmed Into The War Zone...

ACE reporter babe, Candy Blitzen has been mysteriously abducted.



Orcus, the mother of all bosses has a near endless arsenal at his disposal!

U.S. GOLD**INDIANA JONES & THE LAST CRUSADE™**

GENESIS

UKN. MEG

CARTRIDGE

The world renowned archeologist returns for an exploration through a plethora of bizarre lands.

Guide Indiana Jones through five levels to search for the legendary Holy Grail. The mission would be easier if the Nazis didn't want the awesome power of the Grail for themselves!

The game begins by rescuing Indy's father from the Nazis. After that, the game really takes off and follows the movie perfectly.

Indy's weapon arsenal includes his ever-trusty whip, but can also include guns, knives, and anything else Indiana Jones can get his hands upon.

Relive the blockbuster movie again and stop the Nazis from heisting the Holy Grail.



Take a ride on the old Dunn and Duffy Circus Train and travel to new lands.



This enemy may have a gun, but Indy can beat him with a crack of his whip!

Mechanical Madness in The Gadget Kingdom.



The Gadget Kings Gem has been stolen, BOP and BUMP have been summoned to get it back. Follow them on a wild ride through the oceans and atmospheres in their quest to track down the evil THUMP and return the gem to the Gadget Kingdom. Twelve levels of the wildest arcade-action ever seen on the Sega™ Genesis™. Use any number of BOP and BUMP'S strange but effective defenses necessary to defeat their enemies. But watch out, because most of the inhabitants in this world of mechanical madness have a few surprises of their own. Sega Genesis Gadget Twins™ is a masterpiece of mechanical mayhem.



GAMETEK™

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TURBO TECHNOLOGIES

RIOT ZONE

TURBODUO CD CD-ROM

Once again, the city streets have been rendered unsafe by drug lords and crime syndicates. Two brave men have answered the call to make the streets safe once again.

Two powerful characters, Debus and Asux are the warriors of choice. Each character has his very own technique to bash in the heads of the ruffians. Debus is the powerhouse with plenty of gusto behind his punches. Asux is the nimble dude with an ultra-powerful super kick!

Combat takes place through five excruciating rounds, each containing four levels. Wipe out these thugs and become the hero of your hometown.



Asux prepares to give this thug a swift boot to the head. Who's next in line?



Asux's special screw attack throws this enemy into a tornado frenzy!



Oof! Not every hero has his day. With a kick to the knees, Asux goes down.

ELECTRONIC ARTS

LOTUS TURBO CHALLENGE

GENESIS

8 MEG

CARTRIDGE

Many avid car fans are familiar with Lotus' original sports car, the Esprit Turbo and the Elan convertible coupe. Despite high car prices, Electronic Arts issues Lotus Turbo Challenge for all aspiring drivers!

In the options mode, the player can select from a wide range of choices that include an automatic or manual transmission, the configuration of the controller and a two-player, split-screen mode!

One or two players can compete for the top title as they race through dry, desert climates, snow-ridden highways and even the darkness of night.

Carren through sweeping corners and punch the throttle on those long straightaways. It's a turbo-charged rush!



Compete against computer controlled opponents in the one-player race.



For added challenge, race in the two player mode to your heart's content!

RAZORSOFT

KEEPER OF THE GATES

GENESIS

UKN. MEG

CARTRIDGE

The long-awaited sequel to Stormlord is finally here! Keeper of the Gates improves on every aspect that made Stormlord such a mega-hit!

Players will be faced with eight horizontal and vertical scrolling levels. This version requires even more of the thought and creativity to solve each of the extremely complex puzzles and traps.

The first thing you will notice is the size of the characters. They're gigantic! Also, six players can alternately compete in tournament play to test their adventuring skills to the max!

This unique game also features beautifully detailed enemies and slobbering bosses that can cut short any warrior's fierceness.



The action sure heats up as you face this blazing boss from the fire pit.



Maybe this boss should cut back on the weight loss program. Yeek!

"Nice Shot."



Rack up major points in your choice of straight pocket billiards, 9-ball or the trick game.



Master the arts of Aim, Power and English to run the table and smoke your opponent.



Prove your skill as you pocket 19 radical trick shots that only look impossible.

C'mon, sink one more.

Your title's at stake.

So stroke a mean cue.

And don't get caught

behind the eight-ball.



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dactyls on your mega-mission to bash the bad guys and race to the rescue!

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T.T.I. / ATLUS

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Here begins a story from a time and world not of our own. A sorceress wishes to use her evil powers to fulfill her conquest to rule the free world!

You are cast as a little coiled object with blazing guns strapped to your side. You must crawl along the walls and shoot enemies to get power-ups and points.

Each level contains useful utilities that warp you to new areas and create brick bridges. Twelve levels will challenge your intellect as you commence in combat with twelve of the sorceress' slaves that plan to bring the world under their power.

Somer Assault is a fast paced action game like none you've ever played before!



Being so flexible really helps! You can stretch your way around corners.



The first stage boss expertly wields Zodiac signs that contain power-ups.



Don't let this guy charge you up! This boss has a very predictable pattern.

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GENESIS

UKN. MEG

CARTRIDGE

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The Outlander is set to clean up the town! Driving in his souped-up car, he can blow away the bad-dies on their bikes with his built-in machine guns.

When the action takes to the streets, however, the only form of protection is his trusty shotgun to lay waste to the biker clans.



Waste the sinister bikers with your front-mounted machine guns.

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Are you tired of those sissy football games where you simply knock the player down? Would you also like to beat the athletes to a pulp? If so, Pigskin Football is the game of choice.

You have the option to play in a variety of grueling stadiums, complete with an array of unique tackles that include stabbing, impaling and even shooting the other athletes! This game is unique and very twisted!



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NES

UKN. MEG

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Join Mickey Mouse as he takes on Letterland in his latest action title release!

Mickey has all the makings of a true explorer. He must locate the missing letter tablets and return them to the museum.

For bonus points, Mickey can collect alphabet jewels that spell out key words.

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The hottest, new stars to ever wear their clothes backwards are now on CD! You can load up footage stored on disc and make a unique video to get you jumpin' with excitement!

Their hit songs like 'Jump' and 'I Missed the Bus' plus others are here for you aspiring mix masters! Take the controls and produce a music video unlike anything you've seen before!



If you can't seem to get enough of Kris Kross, then this soft is for you!

SONY IMAGESOFT

MAKE YOUR OWN MUSIC VIDEO
FEATURING C+C MUSIC FACTORY

SEGA CD CD CD-ROM

This disc's 'gonna make you sweat!' C+C Music Factory have put together a mix of video footage for you to manipulate into your own cool creation!

Original footage from the videos is here, but there is some never before seen footage as well! Just like in the Kris Kross CD, you will receive a grade for your video which can be saved to a video tape to show friends!



Watch the selected video monitors to choose footage to mix and match.

T*HQ**HOME ALONE 2™**

SUPER NES

UKN. MEG

CARTRIDGE

In the never-ending quest of sequels, T*HQ once again introduces the comical antics of Kevin McCallister in Home Alone 2.

Kevin has been left alone, but this time he's not in a cozy neighborhood, but in the Big Apple!

Kevin's brave journey begins in the Plaza Hotel where Harry and Marv are searching for the little brat that gave them so much trouble during their last visit.

Kevin must now fight off the entire hotel staff with various items that can be acquired. Pop guns, necklaces and punch-bazookas provide the firepower while Kevin's unique sliding technique allows him to take out baggage and collect points and health.

Will Kevin's parents ever seem to remember him?



The senile women will take a swing at Kevin if he doesn't stun them first!



Kevin can put this truant officer on ice with the help of a stun gun.

TAITO**NIGHT STRIKER**

SEGA CD

CD

CD-ROM

Compete in a true race of the future when you get behind the wheel of Night Striker. This revolutionary Sega CD title boasts superior graphics that pull you in and never let go!

Race through future-tech cities against formidable cybernetic opponents out to turn your car into trash!

The excitement doesn't end on the streets. In various special stages, your car has the ability to transform into a robotic fighter where you will battle an onslaught of futuristic invaders in a psychedelic 3-D perspective.

Two races are never the same either, because your path can take place over many exciting scenarios for a different race every time.



The first series of races takes place on the hyper-active city streets.



The cool 3-D scenes will take all your concentration to complete.

Not Recommended For Cowards.

From deep within Mordroc's Castle, a foul stench rises up to mix with the cold, damp midnight air. In the deadly caves far below the surface, the evil wizard's pet fire-breathing dragon, Singe, guards the captive Princess Daphne. You, Dirk the Daring, walk steadily toward the castle gate. You feel no fear—but then, fear is for cowards. No other would dare to enter this perilous castle where Mordroc has imprisoned the helpless princess. But for you, there is no other possible course to take. Now is the time for heroes. Now is the time to enter the

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CIRCLE #116 ON READER SERVICE CARD.



VIRGIN**DOUBLE DRAGON****GAME GEAR** **UKN. MEG** **CARTRIDGE**

The adventures of Billy and Jimmy Lee are about to hit the portable gaming market.

Once again, Marian has been kidnapped and the brave brothers must face the terrors of the Abobo brothers and Rowper.

Some of the levels have been redesigned to add a futuristic look and feel to this action packed fighting game.

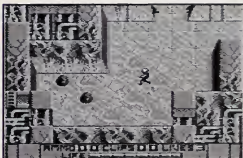


The motorcycle thugs are awaiting your arrival in the warehouse.

ACCLAIM**ALIEN 3™****GAMEBOY** **UKN. MEG** **CARTRIDGE**

The alien infestation returns to the portable scene! A forgotten prison installation, Fury 151, provides the perfect setting for Ripley and her fight for life.

Use many types of weaponry like pulse rifles and motion trackers to hunt down the aliens. The prison is filled with traps and hidden aliens so be on your guard against the infestation.



The aliens have made Fury 151 their new home! Destroy the alien eggs!

ACCLAIM**BART VS. THE JUGGERNAUTS****GAMEBOY****UKN. MEG****CARTRIDGE**

Bart Simpson certainly has his work cut out for him this time!

The juggernauts have threatened to take over Springfield. Bart must challenge the juggernauts to a game of gladiatorial combat to save the city!

Compete in events like a joust on the nuclear plant towers and a 'shocking' battle against the evil juggernauts.

It's Bart in a portable video game unlike anything you've ever seen.



The juggernauts fight for their own survival and never think twice about it.

SUNSOFT**LOONEY TUNES™****GAMEBOY****UKN. MEG****CARTRIDGE**

Take the original cartoon hijinks of all your Looney Tunes friends wherever you go!

Looney Tunes stars all your favorite characters from the shorts in different stages throughout the game!

Race through a desert, warehouse and lakefront in scenes right out of the cartoon series.

These and many more exciting episodes await all you cartoon lovers in Looney Tunes.



Wile E. Coyote is always hungry for a lunch break with the Road Runner.

LJN**SPIDERMAN® 2****GAMEBOY****UKN. MEG****CARTRIDGE**

The original web-slinger is back for his second GameBoy adventure!

Dr. Octopus is leading a crime wave and he means business. Go into the neighborhoods and stop the forces of Mysterio and Hobgoblin.

Use Spider's trusty webs and his cunning skill to stop the crime wave and restore peace, at least until Part Three appears.



Super sticky hands really come in handy when scaling huge buildings.

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KICK SOME BALLS

You're in total control of all the fast and furious soccer action you can handle with World Trophy Soccer. Play the ultimate championship game by yourself or with a friend as you pass, dribble, tackle and shoot your way through the qualifying rounds with national dream teams from all over the world. The only thing you can't control is the other team's ruthless players. As long as the ref's not looking, they'll try every underhanded strategy imaginable to win the Cup!

FEATURES:

- Adjustable difficulty levels and match lengths
- Complete directional control allows for perfectly-placed free kicks, goal kicks, corner kicks, throw-ins and penalty kicks.
- Fast, smooth, multi-directional scrolling.
- Ability to save your game after each round.
- Single or two player simultaneous action.

"Packed full of exciting game play, impressive graphics and intense soccer action, this great cart is sure to be a winner!" —MEGA PLAY



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WORLD
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.....THE NEW, ONE HANDED VIDEO GAME CONTROLLER™

.....THE NEXT GENERATION IN GAME CONTROL™



The Grip-it™ Internal Motion Sensors put directional movement control totally in your hand!

Your Grip-it plays both

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*No Programming
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Look for this package at your local retailer!



A REVOLUTIONARY ONE HANDED CONCEPT IN VIDEO GAME CONTROL!! COMPATIBLE WITH NINTENDO® 8 BIT AND SEGA® GENESIS® 16 BIT SYSTEMS. A SIMPLE ONE PLUG CONNECTION TO ONE HANDED CONTROL™ NO MORE THUMB FATIGUE, WITH **Grip-it's™** ERGONOMIC DESIGN.

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- Rapid fire - Regular fire - Slow motion switch allowing control for beginners to experts. Control for all ages and levels.
- Convenient, natural action trigger for continuous action play.
- Flexible 12 foot cord for unencumbered movement and freedom of play.
- Total integration of game control, left, right, up, down and jump, with the natural movement of your hand.

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WATCH YOUR OUR WORLD S

W O R L D C L A S S

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12 different types of scoring and competition for one to four players. Includes "Best Ball," "Skins" and "Texas Scramble."

"Looks like he hit the tree Jim!"
Digital voice and sound effects on all the holes.

Near the green use the special "Chip" and "Punch" shot options to improve your accuracy.

Ask your caddy which club he recommends and be sure to check the wind direction before you hit your next shot.

Weather conditions affect the roll of your ball on the green. Hit a little harder on wet greens and easier on dry ones.

Tee it up on some of the world's most famous golf courses. Florida's Doral Country Club, a course so tough it has pros think about getting into a new line of work. Cypress Creek, the longest in Texas, this baby challenges even the biggest hitters. Saint Andrews in Scotland, the true granddaddy of them all. And, if that's not enough, there's the custom designed Gauntlet Links, maybe the toughest of the four. So if you're ready for the excitement of world class action... This bub's for you!

Available for Sega™ Genesis™

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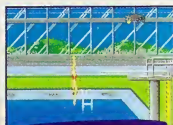
Archery

A lot harder than it looks. Wind speed and how far you pull back the bow combine to affect the arrows' flight.



100 Meter Sprint

You'll need a fast start and warp speed to have a shot at the gold.



Springboard Diving

Four required dives and one optional. Scores are based on difficulty, execution and entry into the water.



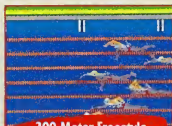
Pole Vaulting

The hardest event. Plant the pole and time your release to clear the World Record heights.



110 Meter Hurdles

Timing of your jumps is as important as speed if you hope to medal in this event.



200 Meter Freestyle Swimming

Bang those turns, but make sure you conserve your strength to sprint for the gold in the last 50 meters.



Hammer Throw

Trajectory, speed, angle of descent, you get the idea.



Official Licensed Product of the 1992 Barcelona Olympic Summer Games.

Barcelona 1992. It's the Olympic Summer Games all over again. This is your once in a lifetime chance to prove yourself in the world arena. You'll hear the crowd, feel the heat and experience the total rush of the ultimate in Olympic competition. Smash an Olympic Games record. Or beat up to three friends. Hey, you got to be tough. The world is your stage in this one.



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U.S. GOLD

CIRCLE #168 ON READER SERVICE CARD.

JVC, LUCASARTS & EGM WANT YOU!



WANTED: JEDI KNIGHTS TO ANNIHILATE EMPIRE!

Rid the galaxy of evil Empire scum. Join the Rebel Alliance today and blast your way through a dangerous, interstellar adventure.

But first, a little Jedi I.Q. test. Answer the following questions to see if you're worthy of this revered position. Six correct answers will qualify you to win one of the prizes below. Mail your answers to EGM at 1920 Highland Ave, Suite 222, Lombard IL, 60148 by January 31. Be sure to include your name, address and telephone number on your entry.

JEDI I.Q. TEST:

1.) From what famous Jedi Knight does Luke Skywalker get his lightsaber?

- A. Mon Mothma
- B. Obi-Wan Kenobi
- C. Sir Lancelot

2.) Which is a Rebel Alliance starfighter?

- A. X-wing
- B. TIE interceptor
- C. Star Destroyer

3.) Where does Luke Skywalker first meet Han Solo?

- A. In the cantina at the Mos Eisley Space Port
- B. In the hanger where the Millennium Falcon is docked
- C. At Barnett College

4.) What is Darth Vader's other name?

- A. The Lord of the Flies
- B. The Lord of the Rings
- C. The Lord of the Sith

5.) What is the name of Han Solo's ship?

- A. Rapier
- B. Millennium Falcon
- C. Enterprise

6.) What is the name of the Empire's ultimate weapon?

- A. Master Blaster
- B. Star Annihilator
- C. Death Star

Helpful hint: The answer to at least one question appears on the Super Star Wars game box.

GRAND PRIZE

One winner will get to have his or her face included in LucasArts' next Super Nintendo adventure, *Super Empire Strikes Back*® (working title). Just supply EGM with a clear, color photo of your face, and the genius artists at LucasArts will transport you into *Super Empire* to join forces with the famous intergalactic heroes of "Star Wars."



FIRST PRIZES

Five winners will receive a full-head Darth Vader mask suitable for scaring The Force out of any member of the Rebel Alliance.



SECOND PRIZES

Five winners will get the just-released "From Star Wars to Jedi: The Making of a Saga." The video depicts the making of the "Star Wars" trilogy and is full of behind-the-scenes special effects and interviews.

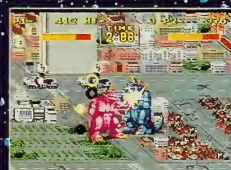


THIRD PRIZES

Ten winners will get an official, original 100% cotton "Star Wars" T-shirt.



KING OF THE MONSTERS



ONLY THE STRONGEST MONSTERS WILL SURVIVE

The Universe has turned, and Man is no longer master of the Earth. The Era of the Super Monster has arrived. Each Monster is cruel and vicious, but who is the strongest Super Monster of all? Only through battle will this be known, as Cities are smashed and Mankind quakes with fear!

Become one of four Super Monsters, and challenge the rest to combat. Fight with massive force and use special powers to defeat Monster and

human foes alike. Avoid the human's military might and smash their tanks and planes or use them as bludgeons against your fellow Monsters. Defeat all opponents and be crowned the greatest Super Monster of all!

- Battle through eight stages in four Battle Cities!
- Multiple Monster fighting techniques!
- Special deadly weapons for each Monster!
- Play against the computer or tackle another player head to head!

Great graphics, so-real sound effects, and amazingly lifelike street mapping all add to the fast-paced fun. Get King of the Monsters soon—before it gets you!



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CIRCLE #170 ON READER SERVICE CARD.

MORE FUN THAN ROLLIN'

What could be more fun than rolling Homer in the snow? Well, nothing... but these outrageous Simpsons™ video games are really close.

It's an avalanche of Simpsons™ hits on every video game system! More action, excitement and fun than Bart, Ho-Ho-Homer, and Krusty can shake a candy cane at. Naughty or nice, let everyone know you want The Simpsons™ video games... otherwise you'll get socks and underwear!

(PSST, if you want to check out these games early... your parents hid the presents in the attic...again.)



BART VS. THE SPACE MUTANTS ON NES™, GENESIS™ AND GAME GEAR™!



FEATURING THE WHOLE SIMPSONS™ GANG!



SAVE THE EARTH WITH YOUR HANDY SLINGSHOT

BART VS. THE JUGGERNAUTS FOR GAME BOY™!



JOUSTING JUST ENTERED THE ATOMIC AGE!

ESCAPE FROM CAMP DEADLY FOR GAME BOY™!



HANG OUT WITH BART AT CAMP DEADLY

BART'S NIGHTMARE FOR SNES™!



GREAT BALLS OF FIRE!



BARTMAN TO THE RESCUE

BARTMAN MEETS RADIOACTIVE MAN ON NES™!



BART VS. THE WORLD ON NES™!



HANG OUT WITH BART AT CAMP DEADLY



"TRAP MASTER" BART SOCKS IT TO THE RAMPANT RODENTS!



SNAKES ARE WORSE THAN THE #@% RATS!



KRUSTY'S FUN HOUSE ON NES™, SNES™, GAME BOY™ AND GENESIS™!



BRRR... IT'S THE KRUSTY SNOWMAN



IT'S FIST AGAINST CLAW IN DR. CRAB'S LAIR!

G HOMER IN THE SNOW!



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CIRCLE #150 ON READER SERVICE CARD.

STREET FIGHTER

By Sushi-X

Clearly the hottest video game in recent memory is Capcom's Street Fighter 2. Boasting recognizable characters and an enormous level of play technique, SF2 has succeeded in selling millions of copies (both coin-op and consumer formats), two arcade upgrades, and also captured EGM's award for "Best Game of the Year" for 1992.

Out of all of the thousands of questions that roll into the offices of EGM each month, the most frequently asked inquiries ask about Champion Edition codes for the Super NES Street Fighter 2 and information, any information, about Street Fighter 3. While the jury's still out on the Champion codes (I'd rank their existence as doubtful), this article *will* try to address the potential of a third Street Fighter and what EGM would like to see in it.





The classic game in all of its glory!
Who could have known it would be a hit?



While a four-player version of SF is possible, there are logistical problems.



Characters returning from the original Street Fighter would be a great addition!

Before I read off EGM's Street Fighter 3 wish list, it must be made clear that this article is not based on factual information. It is a compilation of what our office World Warriors (myself being the leader of the group) hope Capcom might include if and when they begin designing Street Fighter 3 (which their coin-op crew says is not even in development yet). I'm excited to share our ideas for an ending to this trilogy, but please don't think they are set in stone or even being considered.

So what makes Street Fighter 2 so incredibly popular? You're sure to get many different answers to this question, depending on who you ask. Many players like the selection of characters, extending themselves into the roles of Ryu, Chun Li, Blanka or any one of the game's twelve fighters. Others, on the other hand, enjoy the head-to-head action that the game delivers. Maintaining a position of prominence at an arcade machine while competitors sulk

machine while competitors sulk away, their on-screen alter egos brutalized and battered, is the all-new video game high! Still others, however, simply like the toe-to-toe combat and strategy required to win.

For a second sequel to work it would clearly need to embrace all of the aspects of play that made part two such a universal hit. Expansion upon the themes would also be a must, but the skilled developers of Capcom would have to temper their desire for a new look to the game with the important understanding that any deviation in game play could prove detrimental.

THE NEW NAMES IN TOWN...

One of the easiest, and coolest, features that Capcom could program into any future Street Fighter sequel would be the return of Birdie, Gen,

Lee, Eagle and the rest of the SF 1 stars! Why did only a handful of the original characters make it into part two? Bring them all back and make sure they're equipped with a host of new special moves!

While we're on the subject of new characters, don't you think new additions to the cast are in order? How about more women, some quick and fast kids, or even new mutants? Imagine meeting Blanka's long-lost brother - or having the two siblings battle! It would be electrifying to say the least! And if you're going to add new characters, how about representation from other countries like Canada, Mexico, Australia, etc. Whether the fight was in the Yukon, desert or down under, you can bet Capcom would deliver big time!

THE BIG POW...

Adding additional techniques certainly couldn't hurt the new Street Fighter 3 game. Among the most important moves EGM feels should



Ryu • Ken

We'd love to see our favorite pair of World Warriors get different colored fireballs with different speeds and effectiveness, as well as variable powered Dragon Punches.



Chun Li • Guile

Let Chun Li's Lightning Kick thwart Fireball attacks and add a double hit move - perhaps her back flip. Insert a delay between Guile's sonic booms (about half as long as Ryu's).



Blanka • E. Honda

How about combining Blanka's Roll Attack with his Electric move for a double-damage Electric Roll? And what if E. Honda's 100 Hands attack deflected fireballs back at the attacker!



Zangief • Dhalsim

We'd love to see Capcom give the Russian Zangief a charging move, perhaps a shoulder thrust. Dhalsim should also be able to use his meditation powers to levitate for flying attacks!



be included are a new set of special moves that can be accessed only when a character is nearly out of energy. These finishing moves would offer Capcom designers the chance to show some really gruesome blows! While they're at it, a plain old knockout punch and kick could alter offensive and defensive

BAN THE THROW!

In any new Street Fighter game, I think they should make it much more difficult to institute throws. They're just too common and they inflict far too much damage for the ease at which they can be executed.

KEN: The Martial Arts Master and the Number One World Warrior!

Hey, World Warriors! Ever wonder who my favorite Street Fighter character is? Ever since Fighting Street materialized in Japan, I have held

a powerful connection to the American Sheng Long disciple, Ken. Even Ryu cannot withstand his wrath for long! Ken's full berserker rage is virtually unmatched among all the World Warriors! He has perfected the deadly wide range Dragon Punch and hypersonic Hurricane Kick, affectionately known as the "eggbeater." Ken is not only the most dangerous World Warrior around, but he also has a heart of gold, as his true love, Eliza knows.



It would be better if throws could only be accomplished as counter moves, making it impossible to hurl participants who are legally in a defensive, blocking position. While we're talking about defensive statures, every character in Street Fighter 3 should be given some type of defense against the long range attacks, either by being given their own Fireball assault or a cancelling or deflecting move.



SPECIAL EGM CONTEST!!!

We've received great response to our EGM Envelope Art since the first issue it was spotlighted! Now we want all of you budding artists (and Street Fighter fans) to use your creative talents to design new uniforms for the World Warriors to wear in part three!

Pick your favorite character, or the one you hate the most, but put pen to paper and give us your impressions of what the world's most popular fighters should be wearing in '93! The ten best will appear in a future issue of EGM and receive an EGM T-Shirt! All entries become the property of Sendai Publishing Group. Give it a try, and your World Warrior

may make it into the biggest and best video game mag around - EGM, just like our friend Bellaway's rendition of Chun Li above. Send to: Sendai Publishing Group, Street Fighter 2 Costume Contest 1920 Highland Avenue, Suite 222 Lombard, IL 60148

DETAILS, DETAILS...

Like video games in general, EGM feels that the next Street Fighter episode should make the same monumental jump in audio and visual technology that part two did over the original. If you compare these two great games, you see sharper graphics, more fluid animation, and backgrounds that now crackle with activity.

Although employing real actors in the roles of Ryu, Chun Li, Dhalsim, etc. and then digitizing their images might produce an effect too similar to Mortal Kombat, it would still be way cool. Even if real actors aren't used in the next Street Fighter sequel, creating more settings and using a wider variety of colors would definitely spruce up play. Adding more background movement would also be attractive. A new orchestrated sound track would support the intensity of the game to an even greater extent.

"...While the prospect of competing against a gang of other warriors may sound appealing to die hard fans, the possibilities of team play would be awesome!"



Without a doubt, no matter how it looks, Street Fighter 3 will be an instant hit!

TWO IS BATTLE, FOUR IS A WAR...

One of the most consistent speculations surrounding a new Street Fighter 3 game is that the play will involve up to four players *at the same time!*

While the prospect of competing against a gang of other warriors may sound appealing to the most die hard SF fans, the possibilities of team play, with two fighters joining in battle against a computer-controlled duo or another pair of human opponents would undoubtedly be awesome! The play mechanics would have to be changed, however, to allow for player-control over which direction the warrior is facing.

Whatever the outcome of Capcom's sure-to-come sequel, you can bet that it will be filled to the brim with action and excitement...and that EGM will be the first in line to play!

SF2 ON GENESIS: TRUE OR FALSE?

For players who have yet to upgrade to the Nintendo 16-Bitter, the only way to play Street Fighter 2 is to travel to the local arcade. The questions surrounding SF2's arrival on the Sega platform have been hovering about since the first announcement that the blockbuster arcade smash would appear on the Super NES. So what's the latest news?

Officially, Capcom continues to deny the existence of any Street Fighter 2 game development for the Genesis. Although many inside sources have privately told EGM that the game is on its way for sale next summer, Capcom has yet to give their blessing to this news and we must believe their statements. I'm sure it would be a great game and I hope it appears soon!



If Street Fighter 2 were ever to be released on the Genesis you could expect a special controller as well!

The Creation of a Video Game Legend...

How do you set out to design the most popular video game of the '90s? You start from scratch, of course, with a fantastic idea and incredible characters!

These special sketches, originally published by EGM in April, show the genesis of how Street Fighter 2 came into being. Drawing upon the creative energies of the most talented game designers in the business, Capcom created a whole new category of gaming!

Just think how different the game would be if these wild ideas were used instead of the familiar characters we all know!



BLANKA

Originally, the wild man Blanka was going to be half man/half tiger as this early sketch shows!

CHUN LI

In these early pre-production drawings of Chun Li, she was going to wear military garb!



VEGA

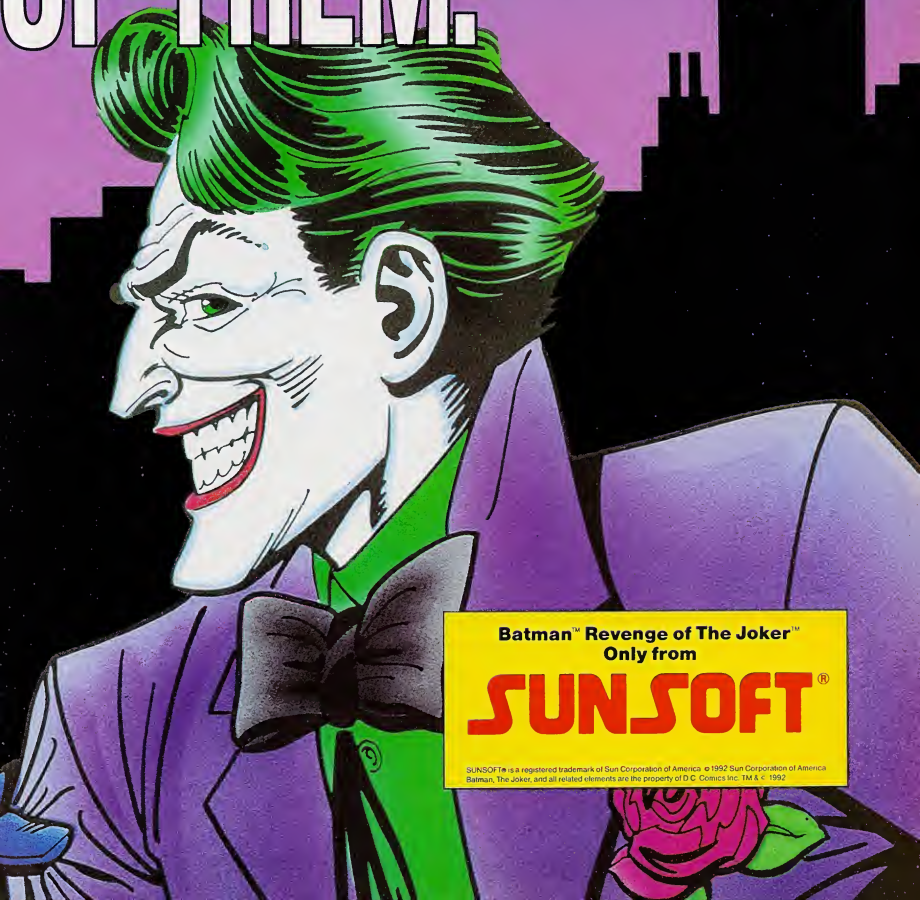
The inspiration for this character appears to be closer to King Arthur's round table than Street Fighter!

GOTHAM CITY IS FOR BOTH

IT'S PAYBACK TIME.
ON 16-BIT SYSTEMS

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THE JOKER™**

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SUPER NES

CITY SCUM!

Several months ago, the city was ravaged by a ruthless street gang and their nefarious leader, Mr. Big. Although the gang's operations have been dissolved and its members scattered, the threat continues.

Smashing through the 16-Bit barrier, Rival Turf 2 absolutely demolishes its predecessor in every category! With the addition of



KEN, PAL.

The familiar heroes from Rival Turf have returned with a vengeance!



Give those thugs a taste of your own recipe: the knuckle sandwich special!



Use all new characters in this grueling battle against the worst gang in history!

FACT FILE

MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
JALECO	SUPER NES	MODERATE	1993
CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
12 MEG	N/A	FIGHTING	60%

RIVAL TURF 2

MAIN MAP

Follow your ongoing battle between each incredible level of terror with the city map.



new characters to control, awesome cinema pictures, and cranking tunes, Rival Turf 2 will challenge other street-fighting games in its class!

The story begins as you receive calls about gang violence throughout the city. After studying each incident, you realize the M.O. of the crimes, Mr. Big, is back, and this time he means business! Luckily, you've made some friends and trained hard

to improve your fighting skills. You and a friend can comb the city together as a team or individually. Look for highly improved graphic details in each character, along with backgrounds that will blow you away! If you get bored saving the city, you can always grab a friend and fight head-to-head in the optional battle mode. Rival Turf 2 has it all and more!

AWESOME SCROLLING MAPS!





BOSS ONE

You must now duke it out with the first Boss in a factory full of rowdy and screaming workers! Bison will come at you with blazing speed! Dodge his running attacks and counter with a jump kick or corner him for a throw!



If you get too close to Bison he will grab you and backdrop you onto the ground.



Dinner is served. Don't let yourself become the next char-broiled steak!



If you play your cards right you can trap this bully and throw him over the top!

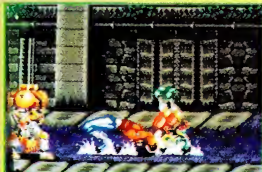


JUNGLE LEVEL

Once you reach the jungle, you will face guerilla fighters armed to the teeth! As Kazan, you will need all your ninja speed and skills to overcome the odds. Several of your enemies carry lead pipes, while others prefer to pummel you with their bare hands. Steer clear of the pipe-toting dudes but take out the rest. You'll have fewer distractions during the fight.



Pipes, pipes, and more pipes! Doesn't anyone believe in guns anymore?



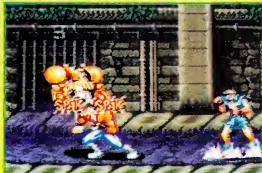
Once you reach the Rock Level, you are ambushed by several chumps in an alley.



After defeating an end-level boss you will be introduced to a new character.

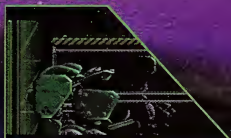


Speed and accuracy are necessary when fighting these sluggish foes.



As Norton, you can protect and defend your turf with clear ease! Nougat!

SUPER NES



VULCAN



SHIELD



MISSILE



PUNCH



Power chips boost weapon strength.



These will restore part of your health.

H. LASER



CYBERNATOR

A TIME OF RECKONING

Far into the Earth's future, a war has broken out between countries fighting over the remaining fossil fuels and territorial rights to the moon. Both sides developed new technologies and came up with the most destructive forces ever seen.

Take the role of Jake, a man who is not fighting this war for patriotism or glory, but simply because he was drafted, and believes it is his duty. You are in

control of his battlemech suit and are stationed with the battleship Versis. Be prepared for one intense assault in this future land!

The plot of the game is very involving and progresses as you advance. The Super NES capabilities are used to the max in this game. There are tons of objects to shoot at, huge boss characters, and special effects galore! The attention to detail is glorified when your mech overheats while falling into the atmosphere or when you blast holes in every wall you find! Packed with challenge and mind-blowing action, this is a true winner!

MAJOR BELDARK

An experienced mech fighter and the enemy leader. He will never accept defeat!



JAKE

In a time of chaos, Jake fights for only one reason - it is his duty as a soldier.



FACT FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	KONAMI	SUPER NES	HARD	FEBRUARY
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	8 MEG	7	ACTION	95%



MISSION ONE

The first mission towards freedom: Enter the outskirts of a space colony and take out the main flagship of the enemy forces. You must quickly find the ship's energy booster, because it is preparing to fire on the Versis!



Be sure to search the entire place; Hidden power chips abound here!



Once you reach the end of the colony, you will see the energy booster being hoisted up onto the gigantic vessel. While dodging the turret guns, concentrate your fire on the booster so that the Versis is free of danger!



MISSION TWO

In mission two, you need to attack a mining camp. You start off soaring, mounted on a propulsion unit that is very much like a side-scrolling shooter. As you enter the base, there is no gravity, but you have free control of your movements!



MISSION THREE

Next you must make an assault on the meteor station Arc Nova. First, you need to break into the station and wreak havoc on the crew. The enemy will then try to plunge the whole station into the Earth, so it's off to destroy the engines before it's too late!



MISSION FOUR

You will descend from space onto the Earth's surface. As you begin to overheat, you are rescued, and land on the planet. This is where you will first fight Major Bel-dark. After the fight, you will need to get to the supply shuttle and shoot it down!



Strap on your jets and sail into a furious side-scrolling shooter!



Time to bust into Ark Nova and slaughter the vile enemy!



As you descend to the Earth, fight until you are rescued.



Then attack the mining colony in a wild no-gravity zone!



First cause some havoc inside, then bring the whole thing down!



Fight to the docking bay, then pursue the shuttle into the air!



Watch out for a surprise attack from a mobile artillery vessel!



Before it crashes, destroy Ark Nova's turbines!



SUPER NES

FEEL THE POWER!!

Joe was an everyday street rumbler who always dreamed of becoming the greatest fighter in the world. After many years of intense training, the time has come for Joe

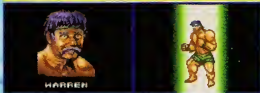
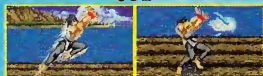
to test his skills against the world's best. Power Moves takes fighting to the highest degree. As Joe, you must battle your way through seven countries to reach the final challenge. You can play as various characters in the two-player versus mode!



POWER MOVES



JOE

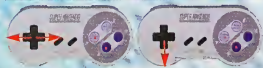


Warren is a Hawaiian native who turned his everyday instincts for survival into one of the most potent fighting techniques. Joe must defeat him first in Hawaii to advance.



L, R, PUNCH, AND KICK JUMP, PUNCH, AND KICK

LEVEL ONE: HAWAII



L, R, PUNCH, AND KICK DOWN, PUNCH, AND KICK



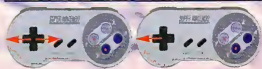
Vagnad, a Siberian worker in Russia, heard of Joe's amazing accomplishments and challenged him to a battle on his home front. Vagnad is also an expert wrestler.



LEVEL TWO: RUSSIA



Deep from within the jungles of Kenya emerges a half human mutant named Baraki. He has the skill to roll himself into a ball and launch himself at anything.



L, R, PUNCH, AND KICK FORW., PUNCH, AND KICK

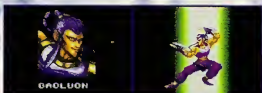
LEVEL THREE: KENYA



Known throughout Japan for his fierce fighting skills, Buoh's spiritual background gives him the ability to disappear and reappear. Joe faces him in a grueling and bloody duel.



LEVEL FOUR: JAPAN



China, known for its savage warriors, has produced Gaoluon, Master of the Bladed Tonfas. Make one false move and Gaoluon can hit you with a devastating triple-hit combo!



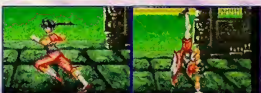
LEVEL FIVE: CHINA



Ah, Spain! The land of the fearless bull fighter. Enter Nick, Spain's number one matador. Bored with petty bullfighting, Nick has found a more worthy sport: street fighting!



LEVEL SIX: SPAIN



Reayon, the only female fighter in the competition, makes use of her perfect gymnastic abilities. She also has the fastest moves in the circuit, so you'd better watch your back!



LEVEL SEVEN: THAILAND

FACT FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	KANEKO	SUPER NES	MODERATE	DECEMBER
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	8 MEG	8	FIGHTING	75%



DRAGON'S LAIR



This shadow knight strikes the ground with an electrical charge from his sword!



The Lizard King will chase Dirk around the castle, determined to squash him!



Maneuver Dirk through the waterways. Watch out for sea snakes and lethal fish!



Take a bite out of this giant snake Boss. Avoid the baby pterodactyls he spits out!



YOUR QUEST AWAITS . . .

Delve deep into the castle of Mordroc, the evil wizard who has taken beautiful Princess Daphne prisoner. Only Dirk the Daring can rescue the fair maiden from the clutches of the hideous fire-breathing dragon guarding her in the cold caves beneath the keep. Lead the valiant knight through this trap-ridden fortress full of enchanted monsters and slay the dragonbeast once and for all!



FACT FILE

MANUFACTURER	RELEASE	DIFFICULTY	AVAILABLE
DATA EAST	SUPER NES	HARD	FEBRUARY
CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
4 MEG	24	ACTION	100%

MORDROC'S CASTLE WALLS

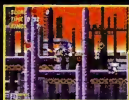


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SUPER NES

X ZONE



STAGE 1:

Parachute and drift down to the computer stronghold. There's no Boss here, only a time limit as you fall to the target.



STAGE 2:

Three Bosses will confront you here: two sand worms and a land walker! There is also a variety of tanks and vehicles!



STAGE 3:

Outside the complex, scan the walls for an entrance. The computer will try and stop you at all costs!



IN THE FUTURE...

Imagine a computer that controls the most essential weaponry of the world. Suddenly, it malfunctions and leaves the future of the planet in your hands. Enter the computer compound and shut it down before it's too late! Armed with your energy launcher and body armor, shoot your way through seven levels of non-stop excitement! Fight wave after wave of land walkers, tanks, jets, sand worms, death probes, missiles and nearly every other weapon imaginable! Select from three difficulty levels and grab your Super Scope. Set your sights on this shooting frenzy, take aim and fire!



Eliminate the wave of land walkers as you advance to the computer complex!



Destroy everything on the walls. Watch out for the onslaught of enemy fire!



LEVEL 2 BOSS: This intimidating Nasty shoots machine guns and fires rockets!



This hovercraft Boss is armed to the teeth with an arsenal of deadly weapons!

FACT
FILE

MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
KEMCO	SUPER NES	MODERATE	NOW
CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
4 MEG	7	ACTION	100%



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TECMO
SUPER NES



NBA SUPER BASKETBALL

FACT FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	TECMO	SUPER NES	MODERATE	JANUARY
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	8 MEG	N/A	SPORTS	80%

TSN
TECMO SPORTS NEWS

CHICAGO 73
DETROIT 73

	BULLS	PISTONS
FIELD GOALS	39-62	26-32
FREE THROWS	36-49	50-59
3 PT. GOALS	40-70	00-10
REBOUNDS	12-23	3-11
BLOCKS	3-1	3-1
STEALS	1-1	3-1
TURNOVERS	7	13

At the end of the game, you are treated to info on other games played in the NBA.

*** STEALS ***

1 JOHN STOCKTON	5A	WAZZ	87-85
2 ERIC MURDOCK	5A	WAZZ	81-80
3 HAROLD ELIE	5B	WARFIO	77-76
4 SCOTTIE RIPPEN	4B	BULLS	5-68
5 TIM HARDWAY	5A	WARFIO	5-62
6 MICHAEL JORDAN	4B	BULLS	5-64

All of the players' stats are listed for easy reference when choosing your team!



Get ready for a half-time show that you'll never forget!



There it is! Get ready for the slam dunk and watch the crowd roar with joy!



Watch your step on the court! It can get pretty crowded out there!



Should a foul be called, you get to shoot from the free throw line!



Be careful, because the referee is watching your every move!

TECMO SHINES ON THE SUPER NES

That's right! Tecmo has finally decided to bring their sports expertise to the Super NES with a new basketball game licensed from the NBA!

Get ready for the B-ball game of a lifetime! This cart does what no other basketball game ever did! The control is all there, no problems doing simple lay-ups or a terrific slam dunk! The cinemas also bring the game to life, not to mention the massive amounts of stats containing all of the actual players and big names! Tecmo has made one awesome basketball game!

BUSTIN' THROUGH FOR YOU!



When the evil Duck Queen kidnaps both your best buddy and the best-looking girl this side of the Marillion Sea, Klutzo, what're you gonna do about it? Cry? Huh? Call the Starcop? No way—'cause you're a **BATTLEBOY!** So strap on your blaster, fire up the toaster, and get on down to the Duck Queen's planet—and don't forget to make along the jet turbo, the Space Board and the Speed Bike. Because you'll need 'em all if you're gonna rescue your friend and get this frog outta here with your green skin intact!



Line up your cleats and get ready to play the most realistic football game ever produced! All the hard-biting action of football games through its living color, using the digitized images of real players. Every detail of football is right here—from the opening kickoff to the post-game stats. You call the shots, you call the plays... After all, you're a pro now—**a PRO QUARTERBACK!**



Flip the switch and get ready to burn a trail! Here's a fast and furious racing game with a difference: avoid the road hazards... pick up the performance goodies... and avoid an arsenal of wicked weapons to slow down or destroy your competition! Floor through 24 levels of **CHAMPIONSHIP PRO!** All racing on 8 different tracks... but watch your nitro-pot, or you'll be scrap metal!

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 GENIUS AT WORK

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The
Legend
Continues...



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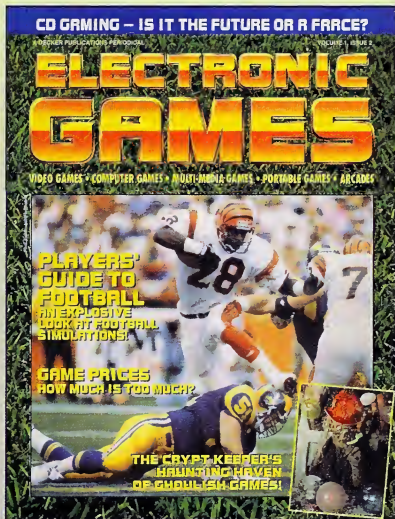
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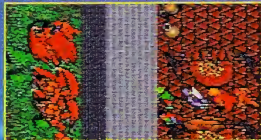
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Gargoyles are waiting outside the house! Lock the doors or they'll tear you apart!



This vicious cyclops can send you to an early grave if you cross his path.



Lord British has spoken of the horrible Gar-folk who are capturing the shrines.



This glowing moongate can warp you to Britannia or it's secret underworld.



Board a ship and travel across the ocean, but don't fall off the edge of the world!



A sacrifice a day will keep the monsters away. You must get out alive!



Through this doorway a world of adventure and mystery awaits.



Explore each and every house. You'd be amazed at the information you can find.

FACT FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	FCI	SUPER NES	HARD	MARCH
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	8 MEG	N/A	RPG	95%



DANGER LURKS EVERYWHERE!

It has been destined since the beginning of time. You, the avatar, must unite the two warring races of the world Britannia: the humans, and the gargoyles. Join a band of brave adventurers as they journey across a land full of mystery and danger.

Ultima: False Prophet is the latest in the line of great RPGs by FCI. The enhanced 16-Bit graphics and a truly interactive world sets this one apart from all previous games. The music, a rich variety of medieval tunes, helps bring the play to life. So pack your gear and prepare yourself for the ultimate in adventure! Unite or die!

Ultima

the FALSE PROPHET



WHEN YOU RACE WITH "THE DUEL," IT'S ADVISABLE TO CARRY A SPARE.



Now Available
for the
Super NES™



The knuckles turn white. The sweat turns cold. The heart turns cartwheels. That's what you can expect behind the wheel of the #1 racing title in history, *The Duel: Test Drive II™*, now for Sega Genesis.

Squeeze into the cockpit of the hyper-fast Ferrari F40™—a twin turbo V8 with 478 horses ready to snap your neck. Boil asphalt in the Porsche 959™—the legendary road rocket

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Race head-to-head against the computer or the clock. Blast through tight tunnels, bone-dry deserts and twisting mountain roads. Streak past confused cops and scenic cities. Jam down the highway to hot music tracks.

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SUPER NES

GODS

FACT FILE

MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
MINDSCAPE	SUPER NES	MODERATE	DECEMBER
CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
8 MEG	12	ACTION	100%



Question mark icons will give a hint of what to do if things get confusing.



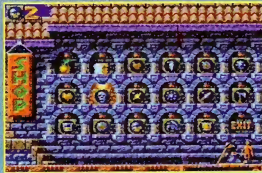
Collecting keys will open certain doors and treasure chests full of power-ups.



Levers throughout each maze destroy obstacles and open up new passages.



Each level is a labyrinth filled with unworlthy beasts and rich treasures.



Find the shopkeeper and purchase some much-needed health replenishers...



...or if you're in a destructive mood, load up on some really killer power-ups!

divine journey!

The gods have thrown down the gauntlet for only the bravest and strongest of warriors - the legendary Hercules! Gods cast you in the role of this mighty mortal who must traverse through long and twisting mazes and defeat the evil monsters lurking within. Slay the enemies to earn points and money needed to buy more powerful weapons. Are you up to this divine challenge? Survive this Herculean ordeal and you shall be granted immortality!



hercules



DRAGON WARRIOR IV



Dragon Warrior II gave your party an immense land to explore...and let's not forget Malroth!



Dragon Warrior III gave you the ability to change your party, new forms of transportation, day and night cycle, and Zoma, of course!

Experience One of the Most Intricate, Cutting-Edge RPGs of Our Time.

- Battle through 4 separate quests.
- Explore an all new and immense land.
- Travel with a horse and wagon, ship or balloon.
- Bring all your companions together for a 5th and final quest.



STRATEGY GUIDE AVAILABLE!!

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SALES TAX: WA AND TN RESIDENTS ADD 8.2% SALES TAX



CIRCLE #172 ON READER SERVICE CARD.

 **ENIX AMERICA
CORPORATION**
ENIX

Nintendo
ENTERTAINMENT
SYSTEM[®]



SUPER NES

AEROBIZ

FACT FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	KOEI	SUPER NES	MODERATE	JANUARY
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
8 MEG	N/A	SIMULATION	95%	

THERE'S NO BIZ LIKE AEROBIZ

Simulators first gained popularity on home computers, and now they're gaining acceptance on the Super NES. This airline operation game puts you not in the cockpit, but in the office where you control every aspect of owning and controlling a major airline. Up to four people can play

against each other or a single person can compete tooth and nail against several computer opponents. The player is in charge of everything from purchasing and maintenance to advertising and cross-continent negotiations! There are several levels of play ranging from beginner to pro. Many aspects

of the business must be controlled and monitored as you attempt to gain dominance of the world's cutthroat airline industry and permanently ground your competition! With realistic business and current international events, this fantastic simulator really soars!



Alter the status of your routes.

Barter with other airlines.

Buy or sell your planes to win!

Plan your budget wisely.

Promote a route, hotel, or network.

Build a branch, hotel, or charter.

Talk with the top level board.

End your turn and let it fly!



Do RPG games emphasize boredom instead of excitement?
OR do you feel action games work your FINGERS, not your MIND?

Get the Best of Both Worlds

Intense action and graphics combined with a mind-bending storyline sure to challenge all the above. ■ No wonder EGM declared, "If you combine Zelda and ActRaiser (two of the best), you will get SoulBlazer."

From the people who brought you ActRaiser.



ENIX AMERICA
CORPORATION

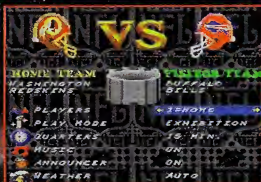
CIRCLE #172 ON READER SERVICE CARD.

Licensed for play on the
SUPER NINTENDO
ENTERTAINMENT SYSTEM



SO REAL YOU WILL HAVE BRUISES!

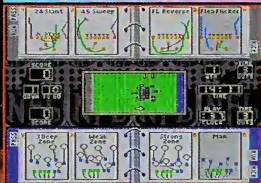
We seem to have finally reached the point where the Super NES has a good football game. The guys at Konami have put together a killer sports cart. The graphics are so cool you will not believe your eyes. They utilize mode 7 with excellent detail, throwing in some eye-catching zooms and a rotating field. On top of all this technical wizardry they also use the real NFL teams and stadiums. There are plenty of plays for both the offense and the defense, accessible by an on-screen play-book. The running game has automatic hand-offs and pitch-outs which allow you to concentrate on your running moves. For the passing game, your receivers will run pre-assigned routes and you can throw to them just by hitting one of the four buttons on the control pad. This is a must-have cart for any football fan who owns a Super NES!



Choose your favorite team and decide which stadium you wish to play at.



The Super NES pad indicates the player you control. Now get in there!



Your playbooks are stuffed full of both easy and extremely tricky plays!



It's time to see how the teams match up on the grading scale before the game.



At the kickoff and extra point screens you can gauge power by the ball's color.



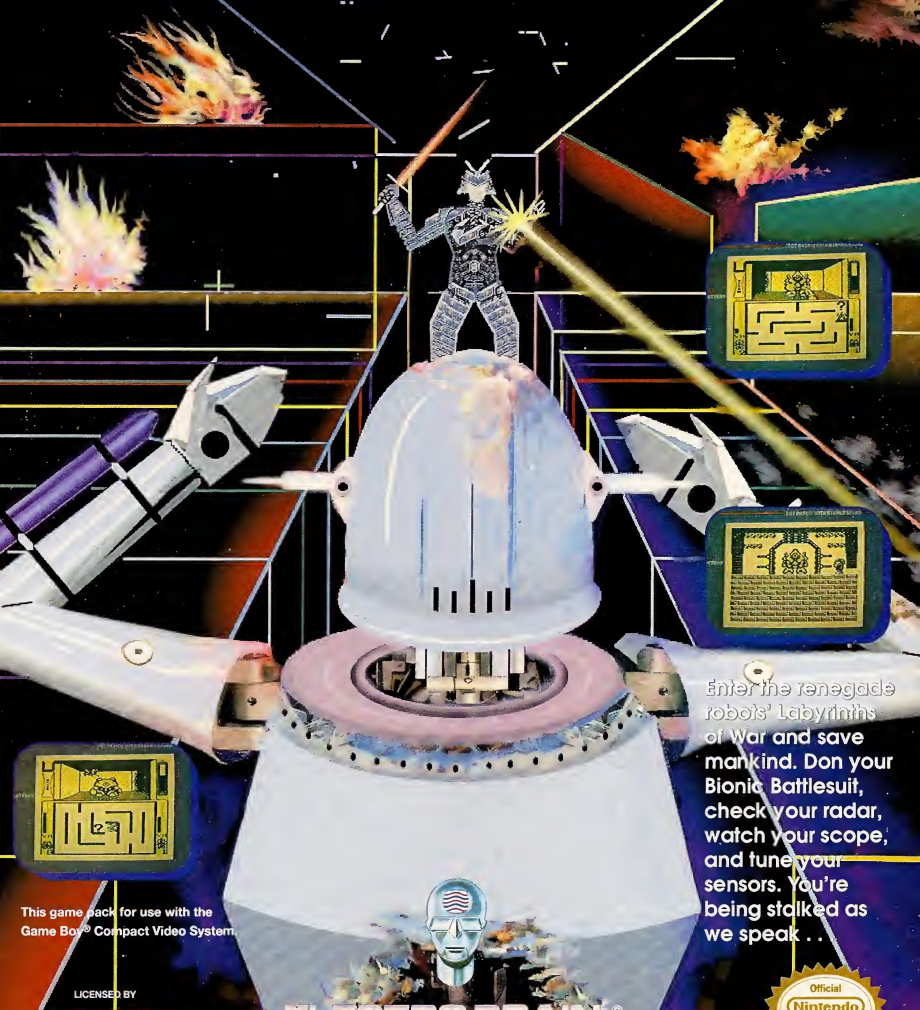
Playdirt! You made the touchdown! You've made your coach a happy man.

NFL FOOTBALL

FACT FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	KONAMI	SUPER NES	MODERATE	2 ND QTR., 93
CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE	
8 MEG	N/A	SPORTS	95%	

HIDE AND SEEK HAS TURNED DEADLY.

BIONIC BATTLER™



Enter the renegade robots' Labyrinths of War and save mankind. Don your Bionic Battlesuit, check your radar, watch your scope, and tune your sensors. You're being stalked as we speak . . .

This game pack for use with the Game Boy® Compact Video System.

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ELECTRO BRAIN®

573 EAST 300 SOUTH STREET, SALT LAKE CITY, UTAH 84102, TELEPHONE (801) 531-1867
CIRCLE 156 ON READER SERVICE CARD.



SUPER NES

PRO QUARTERBACK

FOOTBALL HERO!

Pro Quarterback is entering the sports arena for the Super NES! You and a friend can choose from 28 pigskin teams and head to the field armed with a huge playbook. Dazzle the crowd with trick plays and make them grimace as you lay bone-crunching tackles complete with digitized grunts and groans! The Mode 7 graphics will wow you as the game perspective changes from above and behind the QB! So gear up and go for the bomb!

AWESOME ANIMATED SCOREBOARD DISPLAY!



INCOMPLETE PASS



INTERCEPTION

The scoreboard will light up with an animated graphic after a play or when the referee makes a call! These are two of the sequences.

FACT FILE

MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
TRADEWEST	SUPER NES	MODERATE	NOW
CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
8 MEG	N/A	SPORTS	95%

COOL DIGITIZED SCENES



The QB fades back!



Nice play! Touchdown!



A close one for Frisco!



Blue 32...Blue 32...Hike! Drop back, look for an open receiver, and fire away!

OPTIONS

Players	1 Player
Team 1	New York II
Team 2	San Francisco
Qtr. Length	5 Minutes
Field	Artificial
Player I.D.	On
Music	On

Select the game parameters before the action begins on the options screen!



Make a thrilling play and watch some elaborate touchdown celebrations!



Choose from a wide range of offensive and defensive plays and go for it!



This stunned ballcarrier gets a friendly greeting from one of the linebackers!

SAN FRANCISCO	US	
41	TOTAL POSSES	33
58%	TOTAL OFFENSE - YARDS	424
17	YARDS PER PLAY	16
35%	PASSING PCT.	57%
0	FOURTH DOWN CONVERSIONS	0
0	TOTAL YARDS RETURNED	0
33%	POINTS PER PCT.	60%
100%	FIELD GOAL PCT.	40%
9	TOUCHDOWNS	3
47	TACKLES	21
3	INTERCEPTIONS	6
1	BLOCKED KICKS/PUNTS	1

Halftime and postgame stats reveal the strong and weak points of each team.

TO BE... OR NOT TO BE...



International Match



Train with heavy belt, moving pads and sparring



KUMATE (for those who dare)



Select your style from over 60 moves

BEST OF THE BEST

CHAMPIONSHIP

Karate

THIS IS THE REAL STUFF

ACTUAL TRAINING • BEST FIGHTERS IN THE WORLD • DIGITIZED ANIMATION • INCREDIBLE ACTION

FIFTEEN WORLD CLASS FIGHTERS, TRAIN, SPAR, PICK A STYLE OR CREATE YOUR OWN.

ENTER THE INTERNATIONAL ARENA, MAYBE YOU'LL BE GOOD ENOUGH TO BE INVITED TO THE 'KUMATE'. THE CHALLENGE AWAITS...

AVAILABLE IN
SNES™
NES™
GAME BOY
*1 or 2 players



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CIRCLE #156 ON READER SERVICE CARD

NBA ACTION!

Basketball fans never seem to get enough of the NBA and its excitement. Now they can see their favorite players in action whenever they want!

NBA ALL-STAR CHALLENGE

Choose from 27 of the best athletes in the league in this hoops game! Compete in one of five different playing modes: one-on-one, 3-point, free-throw, horse, and the one-on-one tournament. Expect fierce competition with these high caliber players. Take the challenge and play alongside the NBA elite!

FACT FILE

MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
ACCLAIM	SUPER NES	MODERATE	NOW
CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
8 MEG	N/A	SPORTS	99%



Air Jordan slams one home against Isiah Thomas in the one-on-one mode.



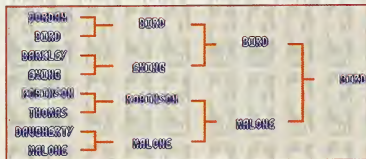
Hersey Hawkins demonstrates excellent shooting form at the free-throw line.



See who's the king of long-range bombs in the 3-point shoot-out competition.

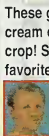


A friendly game of Horse can help relieve the stress of regular season competition.



BASKETBALL HOT-SHOTS

These guys are the cream of the NBA crop! Select your favorite player!



CHARLES BARKLEY



LARRY BIRD



TONY CAMPBELL



DERRICK COLEMAN



BRAD DAUGHERTY



CLYDE DREXLER



PATRICK EWING



DEREK HARPER



HERSEY HAWKINS



MICHAEL JORDAN



SHAWN KEMP



BERNARD KING



KARL MALONE



DANNY MANNING



REGGIE MILLER



CHRIS MULLIN



DIKEMBE MUTOMBO



HAKEEM OLAJUWON



J.R. REID



MITCH RICHMOND



ALVIN ROBERTSON



DAVID ROBINSON



RONY SEIKALY



SCOTT SKILES



ISIAH THOMAS



DOMINIQUE WILKINS



JAMES WORTHY

Thy quest brave warrior:
Save the world from the threat of evil domination.



KINGDOM CRUSADE™

This game pack for use with the
Game Boy® Compact Video System.

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ELECTRO BRAIN®

573 EAST 300 SOUTH STREET, SALT LAKE CITY, UTAH 84102, TELEPHONE (801) 531-1867
CIRCLE #156 ON READER SERVICE CARD.



The fate of the Kingdom is in thy hands. Choose the most effective warriors for each battle, from wizards to giants, to fight against the evil army. If your tactics are skillful and your sword arm strong you may stand a chance against the rising enemy forces.



SUPER NES



Teach this big boy not to play with sticks. A few kicks to the tummy should do!



Go to the park where there are always fun things to do and unusual people to beat.



Don't be shy! Get out on the dance floor and show 'em what you got. Cut a rug!



Spend the afternoon at the old ball park. Knuckle balls will be flying all day!



Please no roughhousing in the elevator. Some people have to learn the hard way!



You can pit character against character in a special option mode. Familiar?!

FACT FILE

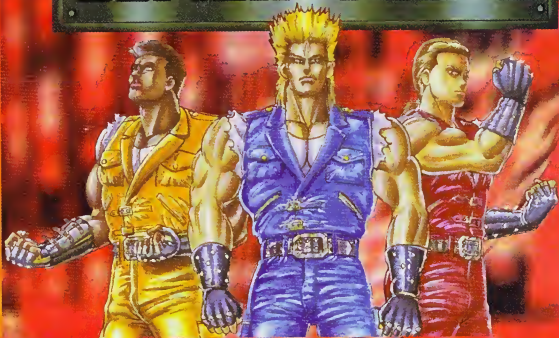
MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
AMER. TECHNOS	SUPER NES	MODERATE	JANUARY
CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
12 MEG	6	ACTION	90%

BIG BAD BASHING BUDDIES!

As a member of the Combatribes you must try your hardest to clean up the meanest and dirtiest town in America. A woman by the name of Splatterhead has organized all the street gangs and formed a sinister organization called Ground Zero.

This is a great re-creation of the original arcade version. Some things are a little different (the levels are slightly smaller) but the folks at Technos did add a character-versus-character mode where you can play as any of the bosses. For those of you who loved the arcade version, you'll find other enhancements added just for the Super NES. Prepare yourself for combat with Combatribes!

THE COMBATRIBES



MOUSE TRAP Hotel™

This game pak for use with the Game Boy Compact Video Game System.



LICENSED BY



ELECTRO BRAIN

IRCLE #156 ON READER SERVICE CARD.

573 EAST 300 SOUTH STREET, SALT LAKE CITY, UT 84102

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Battle Clash



Super Bowl



Arch Rivals



Return of Zelda



Bases Loaded 3



Mario Paint



Kabooey



Bart vs. The Space Mutants



Contra III



Darkwing Duck



Desert Strike



Castlevania IV



Waialeale Country Club



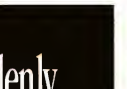
Mystic Quest



Super Off-Road



Darkwing Duck



Desert Strike



YOS II



Super Mario Kart



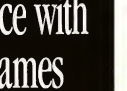
Monopoly



George Foreman Boxing



Darkwing Duck



Gradius III



Magic Sword



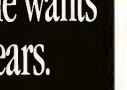
Bulls vs. Blazers



Steel Empire



Super Double Dragon



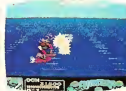
Super Double Dragon



Super Double Dragon



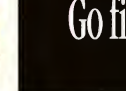
Amazing Spider-Man



Teenage Mutant Ninja Turtles III



WWF Steel Cage Challenge



King Salmon



NHL Hockey '93



Super Bases Loaded



Act Raiser



MadMen Football '93



T2 The Arcade Game



Super Monaco GP II



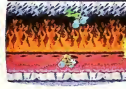
Batman Returns



Hook



Out of This World



Burntroads



Royal Turf



Darius Twin

Suddenly,
the place with
the games
everyone wants
is Sears.
Go figure.



The Empire Strikes Back



Taz-Mania



Paperboy 2



Sports Talk Baseball



Street Fighter II



Teenage Mutant Ninja Turtles IV



Top Gear



Brander Holyfield Boxing



Mystical Ninja



Road Rash II

Sonic II
(Coming November 24th)

Tiny Toons



Jack Nicklaus Golf



Gargoyle's Quest II



Krusty's Fun House



Ferrari Grand Prix



Overnight, it seems, there's a place for video games like no other. It's called FunTronics, the new game department at Sears.

FunTronics is designed to have all the games you're looking for in stock. Incredible 16-bit games. By the dozens.

It has both Sega Genesis and Super Nintendo Entertainment Systems. Along with Game Boy, Game Gear and every accessory you could imagine.



Not to mention the game stations where you're invited to get the feel of the hottest games available.

So come to FunTronics. The one place you can figure on having exactly what you're looking for.



Save \$5 on Super Mario Kart or Taz-Mania



Limit one coupon per customer and per purchase. Coupon not transferable, and may not be used with other coupons. May not be used as payment on Sears Charge or Discover Card account. Retail purchases only. Void where prohibited. Cash value 1/20 cent. Good through December 31, 1992. Salesperson instruction: use bar code to enter coupon.



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Nintendo

SEARS
FUNTRONICS

SEGA
GENESIS

CIRCLE #169 ON READER SERVICE CARD.



GENESIS

FACT FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	SEGA	GENESIS	MODERATE	NOW
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	8 MEG	12+	ACTION	75%

SONIC IS SPEEDING TOWARDS YOU!

More pix, more levels, more Sonic 2! As we promised in last issue, here is an in-depth look at one of the hottest sequels ever to hit the video game market! Packed with four more meg of power than its predecessor, this cart is amazing from start to finish! Get ready for the Sonic boom!



As you can see, we are showing even more than before: everything from the fancy guru special effects to the incredible new scenes in each zone! Though there have been some changes to the plot, the game is still hotter than ever before!

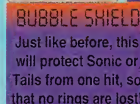
The only real change is that Tails has a proper name - Miles Prower! With this speedy new title, he is well on his way to video stardom. Check out the hidden zone that will blow you away! Sonic 2 is one of the best action

carts you will ever see!



SUPER SHOES

This time, you will be able to find these speedy sneakers all over the vast levels!



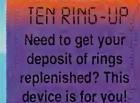
BUBBLE SHIELD

Just like before, this will protect Sonic or Tails from one hit, so that no rings are lost!



INVINCIBILITY

Done with fancier effects, Sonic gets a protective sparkling aura for invincibility!



TEN RING-UP

Need to get your deposit of rings replenished? This device is for you!



GREEN HILL ZONE



BOSS!



All you need to knock out this mobile drilling tank is a good eye. Strike while leaping to win!

METROPOLIS ZONE



BOSS!



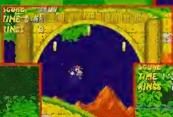
The ten clone pods of Robotnik will try to force you to make a foolish mistake, so be alert!



Check out this spectacular spinning tube-like cage! It will send Sonic and Tails flipping and tripping until they get through. Sonic 2 requires even more gaming skill!

Be sure to watch for enemies that lurk around all corners!

NEO GREEN HILL ZONE



The cyber-moles are back from the past!

BOSS!



As Robotnik's mallet strikes the posts, leap onto the arrows to get higher up the screen!

The new Labyrinth zone! You will need to go underwater and fly across the land as well as rustle through the bushes to succeed! Send exploding leaves everywhere!

OIL OCEAN ZONE

Prepare to slip and slide your way through some heavy oil slicks!

BOSS!

Up from the depths comes Robotnik's submarine of death!

CHEMICAL PLANT ZONE

Sail through pools of chemicals and pump tubes here!

BOSS!

The ship cracks up the chemical body and disposes them on...

CASINO NIGHT ZONE

Enter into a void where taking chances is what you need to win big points, rings, or 1-ups! The level is set up as a series of giant pinball machines where you become the silver

BOSS!

Bounce through a pinball machine while attacking Robotnik. Not too hard.

DUST HILL ZONE

This creepy cavern is filled with vines that activate switches and release doors!

BOSS!

Fend off Robotnik's giant mining machine! Avoid the ceiling fragments!



HILL TOP ZONE

BOSS!

This time he is equipped with flame throwers and napalm!



CHASE THE SHIP!



Have Tails pilot you to the giant Sky Fortress to stop Robotnik!

IT'S A SONICBORG!



Enter the Death Egg and face a mechanical clone of Sonic!

FIND THE WAY IN!



Fight the outer defenses of the Super Battleship to get inside!

Whoa! Take a look at the rear portion of this titanic battle fortress! Loaded with propeller blades, turret guns, and trap air chutes, this is bound to get anyone airsick! Do you really think you can find Robotnik in this mess?



DA MISCELLANEOUS ZONE



Get ready for some incredible tunes, cinemas, and scaling in the Sonic 2 CD!



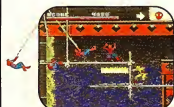
The Hidden Palace Zone is more hidden than we thought! According to Sega, this awesome zone has just been removed from the final version! Aww...



Don't forget Sonic's portable adventures! Sonic 2 mania is here!

JOIN THE MARVEL®

Swing into action with three hot new Spider-Man® video games! Team up with The X-Men® for a non-stop challenge in ARCADE'S REVENGE™ for Super NES™... dis-arm Dr. Octopus™ evil plan in RETURN OF THE SINISTER SIX™ on NES™... and end Carnage's™ reign of terror in the incredible SPIDER-MAN® 2 for Game Boy®. It all adds up to action so exciting— you'll be climbing the walls.



YOU'RE IN FOR A SHOCKER, WEB-SLINGER



END CARNAGE'S "RAIN" OF TERROR



STOP JUGGERNAUT'S RAMPAGE



OUTRUN THE RELENTLESS DOOMBALL



BLAST MASTER MOLD WITH OPTIC BEAMS



DREAM TEAM!



**COME MUTANTS! COME WEB-HEAD!
LET THE GAMES BEGIN!**



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GENESIS

SHINOBI 3



Hidden surprises can be quite lethal on the deck of the Neo-Zeed battleship.



This deadly battle-borg stands between you and your goal. Find his weakness.



The cyborg tyrannosaurus will incinerate you, unless you can kill him first!



The fleet of zeppelins contains an air fortress that must be destroyed!



Find the warehouse in the hidden toxic chemical megapolis. Search and destroy!

REVENGE IS SWEET...

The Neo-Zeed terrorist organization, led by the mysterious Neo-Ghost, is back, and more powerful than ever. Their foul grasp holds the world in a vicious stranglehold.

After vanquishing the Zeeds, Joe Musashi vowed never to fight again, but after witnessing their comeback, he returns. With a deadly assortment of weapons and moves, Joe attempts to free the world from this new evil.

Shinobi 3 is the ultimate ninja cart. The action gets intense, but you have arcane magic and weapons on your side. It boasts a dynamic soundtrack and fluid animation. All of these features combine into an unstoppable, action-packed game!

ANCIENT MAGIC



HAKURIU



MIJIN



FUSHIN



KARIU



IKAZUCHI

FACT-FILE

MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
SEGA	GENESIS	HARD	FEBRUARY
CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
8 MEG	N/A	ACTION	75%

DEADLY COMBAT TECHNIQUES



RUN SLASH



JUMP KICK



SWORD SLASH



LOW KICK



THRUST



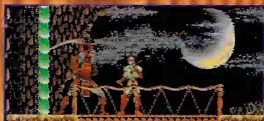
SWING



SHURIKEN



BLADE TOSS



The cyber-samurai's sword will slice you to ribbons in a matter of seconds.

ROUND ONE

Journey through Japan in a search for the Neo-Zeed assassins. Avoid tigers, ninjas, and pitfalls set in your path. This is the place to learn the skills needed for the deadlier missions that lie ahead. Find the cave and eliminate the boss.



The first Boss can be vanquished with a few fierce swipes to the throat.



THE CITY STREETS



Take out the sentries that are guarding the laboratory and advance on the Boss.

ROUND TWO

The city streets hide an unspeakable evil. Locate the laboratory where bizarre mutations are taking place. All may not be as it seems. Battle this Boss; and you will obtain information regarding the whereabouts of the Neo-Ghost.



This Boss's harmless looks may be deceiving, but he is one mean customer.



Cross chasms using your Nekode climbing claws, or you'll plummet downward.

ROUND THREE

A huge bio-weapon is hidden in this labyrinth of corridors. The very walls breathe with a life of their own. A fierce battle awaits you down in the pit of living tissue. Beware of this biological horror.



This protoplasmic beast tries its best to drag you down into the fleshy depths.



Destroy the Zeed 100 battleship. Intercept its supply of weapons to the terrorists.

ROUND FOUR

The Neo-Zeed's empire uses its enormous battleships to carry weapons and troops to the front lines. Eliminate it by stopping the craft from leaving the harbor. Only a true warrior will survive the churning waters.



This bizarre wing warrior is deadly; he can literally sweep you off your feet!

MORE ADVENTURE

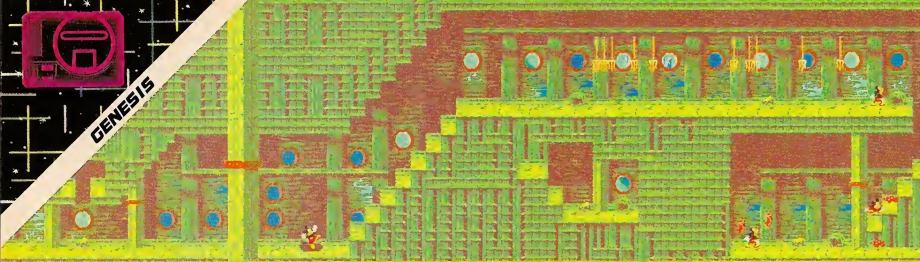


LIES AHEAD!





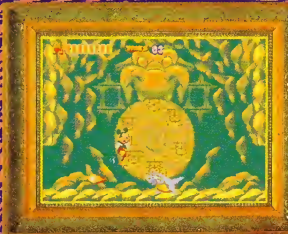
GENESIS



Mickey and Donald help each other out in the World of Illusion. Steady, Donald!



Whoa! There goes Donald Duck floating down the underground drainage tunnels!



Poor Mickey is in some serious trouble. Hopefully, he has a trick up his sleeve!



Mickey shows his balancing skills on this high-wire spider web. Don't look down!



Donald floats with the greatest of ease on the magic carpet. Careful of the birds!



Swimming in the World of Illusion is truly an aquatic experience. It is too cool!



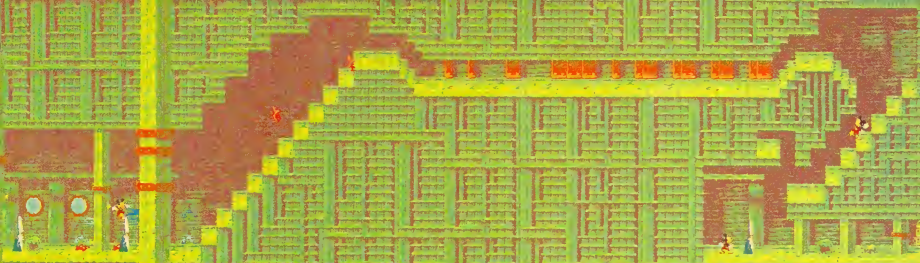
Journey with Mickey through the study. Look at the size of this goldfish bowl!



Mickey checks himself out in the magic mirror before stepping through, into?!



Many famous Disney characters make cameos. Can you guess this one?



RIGHT BEFORE YOUR VERY EYES!

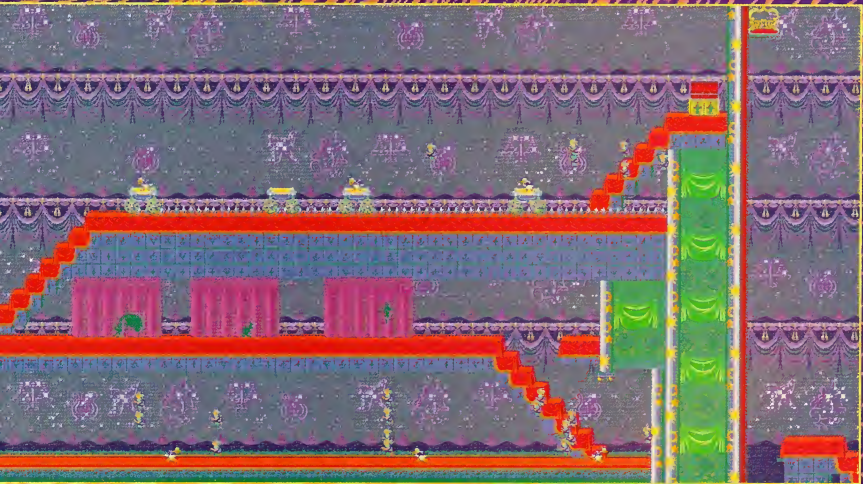
This has got to be one of the greatest animated video cartridges ever to appear on the Genesis. The artwork is simply stunning. It looks as if the whole game was created with water colors and the effect is incredible. It took two mega giants, Disney and Sega, to bring us this kaleidoscope of first-class pixel art. Mickey Mouse and Donald Duck are practicing for a magic show. Donald finds a magic trunk and ventures inside. Mickey soon follows, and they find themselves in a mysterious land where they must learn more magic or be trapped forever!

**FACT
FILE**

MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
SEGA	GENESIS	MODERATE	DECEMBER
CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
8 MEG	N/A	ACTION	90%

WORLD OF ILLUSION

STARRING MICKEY MOUSE & DONALD DUCK



GENESIS

BURN SOME RUBBER!

Motorcycle racing fans rejoice! The long awaited sequel to Road Rash is on its way to a store near you! Road Rash 2 by Electronic Arts is an 8 meg racing tour de force!

There are many new twists to this latest entry in the Road Rash series. Two players can now compete simultaneously against either the computer or against each other! The split-screen design allows for easy viewing by both racers without compromising precious play!

Blast through five new courses of exciting racing action! There are also now fifteen new motorcycles including nitro class and super bikes! Too much!

Look for a new and effective chain weapon to force the competition into an early retirement (if you know what I mean!).

The crash scenes are intense and painfully realistic. So get ready for a bone-crushing ride that you'll never forget with Road Rash 2 for the Sega Genesis.



If you get pulled over by the police, you'll get a ticket and lose money.



Try not to waste too much time getting back on your motorcycle after a wipeout!

FACT FILE

MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
ELECTRONIC ARTS	GENESIS	MODERATE	DECEMBER
CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
8 MEG	5	RACING	95%

ROAD RASH 2



If you wreck your motorcycle, the ambulance will come and take it away!



Be careful when approaching the various intersections; the cars are dangerous!

MANY CHALLENGING COURSES!



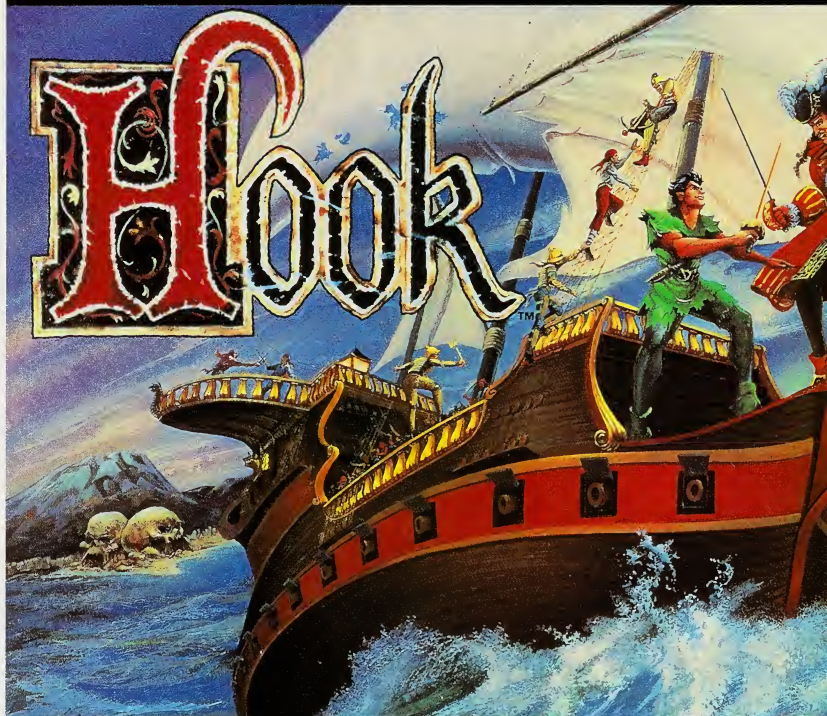
Race your way through five original courses, each packed with

new scenery and a unique set of riding conditions. Get ready to ride hard across the American hemisphere, from New England, to the Great Northwest, to the South Pacific!



Race against a friend in the two player mode! Use this split screen to aid you.

Hook



SUPER NIN
ENTERTAINMENT



*Hook fights dirty,
so watch out for his tricks*



*Flying's your greatest power,
but keep your eye on the flight meter*



*You'll face pirates armed with
bows and arrows in Neverland Forest*



*Here's your chance...
you've got him where you want him*



Nintendo®

SONY



IMAGESOFT™

NINTENDO
SYSTEM

Also available for NES and GameBoy.

THE CRITICS ARE HOOKED!

Check out what they're saying about the incredible new Super NES version of Hook.

"...one of the hottest action games I have ever played. The music is absolutely beautiful and the graphics are top-notch."

— SUPER NES BUYER'S GUIDE

"Hook is intelligently made from start to finish. Its execution is excellent."

— GAME PLAYERS NINTENDO GUIDE

"Hook's multilayered, smoothly scrolling visuals inspire comparisons to Super NES legends, such as Actraiser and Super Castlevania IV. The music is so good, you'll want to crack open the cart and see if there's a Compact Disc inside! Five-star game play. Hook succeeds in every way." — GAMEPRO

Hook. The ultimate adventure for your Super NES. You'll be Hooked too!

SPECIAL TREASURE!

Receive a **FREE Hook soundtrack cassette** when you buy any NES, SNES or Game Boy **HOOK VIDEO GAME** and **HOOK VIDEO MOVIE**.

To get your free Hook cassette mail in the Universal Product Code (UPC) from the package of any Hook video game and the Proof of Purchase tab from the Hook video movie (no photos, only original packaging will be accepted) along with your name and address and \$1.50 for postage and handling fee.

HOOK Soundtrack Offer, P.O. Box 7696
Young America, MN 55874-7696

Limited to residents of the United States. While supplies last.



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Nintendo

SUPER NINTENDO
ENTERTAINMENT SYSTEM

CIRCLE #120 ON READER SERVICE CARD.

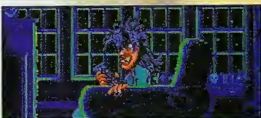
SONY



IMAGESOFT

CRÜE BALL

FACT FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABILITY
	ELECTRONIC ARTS	GENESIS	MODERATE	NOW
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	4 MEG	9	ACTION	95%



After increasing the volume, this radical rocker will tell you to "Crank it up!"



Increase the point multiplier and your score soars! Beware of the Skullwalkers!



Roll over, Beethoven! Annihilate this composer's head for extra bonus points!



Destroy the wall behind this guardian to increase the volume. Pump it up!

HEAVY METAL PINBALL POWER!

Are you tired of video games that call you to punch out gang members, shoot alien forces in space, or score points in a sports game? Then try Crüe Ball!

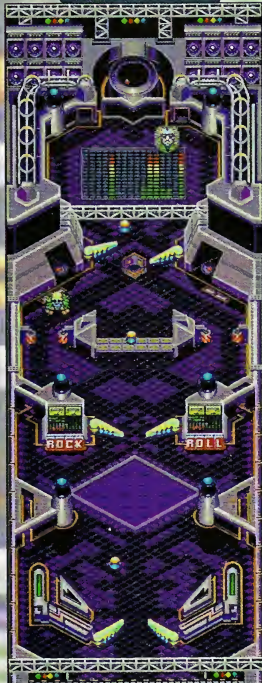
Crüe Ball is the latest video pinball game. You'll find many of the targets, ramps, gates, point multipliers, and bonuses you'll find in real pinball, as well as actual monsters and other obstacles to overcome! As you play, the game rocks with pumping music and incredible sound effects. There's even a jamming track from the metal band, Motley Crüe!



The board has a built-in spectrum analyzer that lights up with the music.



Knock out the "Head Banger" targets to enter the top portion of the playing field.



BATTLE *with the* BEST!



Can you withstand the devastating power of Shnouzer's THUNDER CLAW?



Can your wicked twin blades defeat the evil Lord Autarch?

Can you master the searing "Arc Blast" technique?



Will you become the Master of the Realm?

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CIRCLE #118 ON READER SERVICE CARD
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GENESIS



TEENAGE MUTANT NINJA

TURTLES THE HYPERSTONE HEIST



LETS KICK SOME SHELL!

Everyone's favorite amphibious mutants are back in the latest Teenage Mutant Ninja Turtle adventure: The Hyperstone Heist. In this installment you once again fight Shredder and his minions of thugs and foot soldiers. This time, however, the masked maniac has stolen the Statue of Liberty and Manhattan as well. It's up to the teenage foursome to get back the Hyperstone and retrieve the stolen artifacts.

The game play is similar to the Super NES version with a few minor differences. There is plenty of martial arts mayhem and special moves for each turtle and each ninja has his own skills and fighting style. The game can be played in either comic or television mode, delighting those familiar with the heroes graphic novels. This true test of ninja skills will leave you shell-shocked. Energize on pizza and teach Shredder not to mess with Turtle power!

FACT FILE

MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
KONAMI	GENESIS	MODERATE	DECEMBER
CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
8 MEG	5	ACTION	95%

MASTER THE MOVES!



NORMAL ATTACK
Hit the A button for each character.



SHOULDER SMASH
Dash with C and hit the A button.



SUPER SLIDE
Dash and hit B, then quickly tap A.



BACK ATTACK
Auto attack, different for each character.



CANNONBALL
Jump high with B button, then press A.



JUMP FRONT KICK
Press B to jump then follow quickly with A.



FLYING KICK
Jump into the air with B and press A button.



TRIPLE SLAM
Get close, hit A and press up or down.



GLIDE KICK
Dash then hit A and B buttons together.



DONATELLO



Slow, but has good reach with the Bo.

WEAPON: STAFF

LEONARDO



The most well-balanced in attack and defense.

WEAPON: KATANA

MICHAELANGELO



A high-strung turtle with awesome attacks.

WEAPON: NUNCHUCK

RAPHAEL



He has a weak defense, but is very fast.

WEAPON: SAI

NORMAL

SPECIAL



NORMAL

SPECIAL



NORMAL

SPECIAL



NORMAL

SPECIAL



BOSS 1

This gator guy will crawl after you when provoked and can also throw knives.



BOSS 2

Rock Steady charges like a rhino but is deadlier shooting while standing still.



BOSS 3

This villain throws a multitude of knives both horizontally and vertically.



BOSS 4

Krang isn't so tough if you can stay on top of him and attack repeatedly.



BOSS 5

To kill Baxter, jump and swipe his ship while avoiding the menacing mousers.



FINAL BOSS

Shredder has many means of attack and defense, including this fire shield.



GENESIS

ROAD RIOT 4WD

FACT
FILE

MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
TENGEN	GENESIS	MODERATE	SPRING '93
CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
8 MEG	12	ACTION	80%



FROM THE TITLE SCREEN TO THE FINAL CREDITS, ROAD RIOT IS FILLED WITH GREAT GRAPHICS AND ANIMATION, BOTH ON AND OFF THE TRACK!



If you hit a pig or other hazards on the track, your car will flip high in the air!



Be careful you may hit the spectators that sometimes wander onto the track!



The driver's seat gives you a full view of the course. Always check your mirror!

READY, SET, GO!

Gentlemen, start your engines... Get in your four-by-four buggy and race on twelve different tracks in several countries! If you lose too many races, your sponsor will pull his support, and put you out of the competition! Besides fending off other drivers, you must also watch out for obstacles such as rocks, trees, pigs, and spectators. Are you tough enough to finish first, or will you fall behind everyone and finish last? Find out with Road Riot and get ready for the time of your life.



Choose from a variety of tracks, hosted by colorful and interesting people!



Watch out for the trees and other obstacles standing in your way!

Dare to Escape!

TRECO™

SORCERER'S
Kingdom™



Status Window	
Level	2736/2737
HP	Nothing
MP	Nothing
Magi Rep	85
Magi Stone	1813/1867
Money	543/ 818
Levelling	1772/1796
Magi Wing	443/ 443
Explosion	1412/1411
Level	437/ 437
Gold	65496

The ear-splitting cry of a Griffin awakes your brain and echoes down the long dark corridors of Sorcerer's Kingdom.

Only your sense of duty to your King gives you the courage to venture forth. As you defeat foe after foe in this precarious land, you feel your muscles growing stronger and your reflexes getting swifter. Up ahead you finally glimpse the daylight and run for fear of what is closing in behind you. You find yourself at the edge of a towering cliff where your only hope for escape is to don your magical wings and fly...



CALL CIRCLE #195 ON READER SERVICE CARD.

Treco, USA

2421 205th St. Ste D-204, Torrance, CA. 90501

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OFFICIAL

SEGA

SEAL OF
QUALITY



GENESIS



FACT FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	ELECTRONIC ARTS	GENESIS	MODERATE	NOW
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	4 MEG	8 EVENTS	ACTION	100%

LET THE GAMES BEGIN!

Join James Pond and his fishy friends for the Aquatic Games! See how far you can get in eight different events! From the 100 meter Splash to the Leap Frog Race, this game will challenge your running, jumping and other endurance skills to the maximum! Train in three difficulty levels in preparation for these amphibious events. James Pond goes head-to-head in competition with his friends: the seal, the frog and the starfish!

Winning events isn't the only thing you have to do. There are also some bad guys lurking around who will make the games much harder. Strive for the fishing line!

THE THRILL OF VICTORY



THE AGONY OF DEFEAT



THE AQUATIC GAMES

★ STARRING ★
JAMES POND
 and
THE AQUABATS



THE 100m SPLASH



Splash your way to the finish line. Run over the water if necessary!

HOP, SKIP & JUMP



In the triple jump event, you must leap as far as you can in order to advance!

BOUNCING CASTLE



Use the sponge as a trampoline to reach the shells. Remember to spin for points!

FEEDING TIME



Feed the fish with candy before the fishermen reel them in from the race!

SHELL SHOOTING



Jump on the snails to throw them in the air and catch them with your hard hat!

TOUR de GRASS



Use the hills and mountains to build up extra momentum on your unicycle!



GENESIS

RIGHT DOWN YOUR ALLEY!

Championship Bowling by Mentrix offers realistic bowling action for up to four players!

You have the ability to select from a variety of playing options including character, bowling ball weight, regular or special game, speed of the lane and single or multi-player mode. The possibilities are almost endless!

The graphics recreate the feel of a real bowling alley. You get to see hilarious reactions to your shots, and the overall game play is smooth throughout.

Championship Bowling by Mentrix will "bowl you over". Check this game out, and you may never have to rent shoes again!



Be very careful when lining-up your shot, or else you'll throw a gutter ball!



The spin control will allow you to add an extra touch to your shot.



FACT FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
		MENTRIX	GENESIS	MODERATE
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	4 MEG	N/A	SPORTS	70%



The display in the upper left-hand corner will show which pins you knocked down.



Set the power gauge to control the velocity of your bowling ball.

THE CONTESTANTS



MARK

A FINESSE
BOWLER



LINDA

A FINESSE
BOWLER



LEROY

A POWER
BOWLER



DANA

A SMART
BOWLER

THE OPTIONS



GAME
SELECT



NUMBER OF
PLAYERS



PLAYER
SELECT



ALLEY
SELECT

"WHATTA CATCH!"™

Power-Grip Glove and Football Set

Hey... we're sure you know what it feels like when you make that great athletic catch. Those times when all your friends yell "Wow! What a Catch!" Well now you can make those great grabs EVERY TIME...with the "Whatta Catch!" Power-Grip Glove and Football Set.

Whether you're a righty or lefty, our adjustable gloves will fit you. They're covered with sticky hook-and-loop material that makes it almost impossible not to make a great catch! Plus, our high-quality football is so realistic, it even pumps up with air! That makes it better than all those watermelon-shaped foam and cotton-filled footballs you've seen other kids playing with. Plus, our bright neon pink and green ball looks great!

"Whatta Catch!" is taking the country by storm so get in on the action. Run over to your store and buy one today!

And be sure to keep an eye out for all our other popular products, like the "Whatta Catch!" Flying Disc and the "Whatta Catch!" Power-Grip Softball. Plus, you can also buy extra Power-Grip Gloves and Footballs individually. That way, the whole gang can play at once!

Look for "Whatta Catch!" games at these and other fine retail stores:

BIG WHEEL. Venture. MEYER.

Hook's DRUGS.

Drug Emporium.

Don't be fooled by cheap imitations! Look for the colorful neon pink and green packaging with the yellow "Whatta Catch!" brand name at the top.



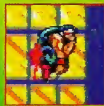


GENESIS

SPECIAL GUEST STARS



QUICKSILVER



WONDER-MAN

FORCES OF EVIL



RED SKULL



THE CLAW



ULTRON



MANDARIN



WHIRLWIND



SENTINEL

THE AVENGERS



CAPTAIN AMERICA: The veteran; when his shield talks, villains listen!



HAWKEYE: #1 with bow and arrow; his marksmanship is unequalled.



IRON MAN: Devastates the enemy with his armor's powerful pulsar ray!



THE VISION: His red ruby solar beam brings death from above!

"AVENGERS ASSEMBLE!"

The greatest team of Super Heroes the world has ever known, the Avengers, have smashed out of the arcades and onto the Sega Genesis with five stages of Super Villains straight out of the comics! Join Captain America, The Vision, Iron Man, or Hawkeye as you engage the evil forces of the Avengers' arch-enemy, the Red Skull! Encounter villains such as Ultron, Whirlwind, The Grim Reaper, The Sentinel, Mandarin and

many others as you fight towards complete victory. Play two players simultaneously, alone, or to keep in shape, play the combat mode where you and a friend battle as opposing Avengers! Each Avenger comes equipped with his own special power: Cap knocks 'em dead when he throws his mighty shield; Vision wields deadly energy beams; Hawkeye drops the bad guys with his bow and Iron Man uses his powerful blasters! When things get rough, look for special guest Super Heroes to offer a hand.

CAPTAIN AMERICA and The AVENGERS

FACT FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	DATA EAST	GENESIS	MODERATE	NOW
CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE	
8 MEG	5	ACTION	100%	



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**ACID. BOMBS. DYNAMITE. OUR SCIENTISTS
MADE IT HARD TO GET A WORD IN EDGWISE.**

This mind-boggling, falling-block Soviet game will burn you up, blow you away, blast your socks off. This time the falling pieces are letter blocks. Instead of forming lines, you form words. Horizontally. Vertically. They clear. You score. The pace quickens. Where's that Magic Word? A Wild Card Block appears. The challenge

builds as the levels go higher and the blocks fall faster and faster. You find our 50,000 word dictionary knows all. You're in the mood for 2-player mode so you take on a friend. So much to do, so little time. More challenging than Tetris? You have our word on it.

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WORDTRIS IS AVAILABLE FOR
GAME BOY™ AND SUPER NES.™**

For Visa/MasterCard orders call 24 hours a day, 7 days a week: 1-800-695-GAME (Orders Only). For product questions and availability call: 1-510-522-1164 (M-F: 9am-5pm PST)

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UN



At Sony Imagesoft, we're revolutionizing the video gaming world with a totally unreal lineup of games for the Sega-CD. We're the first to put the power of music video creation in your hands with two music video games featuring smash music artists **Kris Kross** and **C+C Music Factory**. They'll blow you away with incredible CD sound, digitized live-action music

video clips and the awesome power to direct, edit and produce your own music videos.



REAL!



We've also taken **Chuck Rock** and our own movie-based **Hook** and powered them up for the Sega-CD. With nine more levels than our 16-bit version, plus incredible new



SEWER SHARK, our action-shooter, takes you to a new realm of game play. Digital video of live actors and CD sound put you in the cockpit of this flight simulation shooter. Set in rat-infested sewers following a nuclear holocaust, you'll team up with ace sewer-jockey Ghost to transport supplies to human outposts. Your mission's clear: deliver the goods and fry the rats. Miss a turn and you're history. But make it all the way... and you're in



Solar City, maxin' out to beaches, babes and awesome rays.



animation, **Chuck Rock** is definitely gonna kick butt and take names. And **Hook** for the Sega-CD, which features digitized scenes from the movie, never-before-seen computer graphics of Hook's ship, and CD-quality audio from the film soundtrack, takes our critically acclaimed 16-bit game to the next level. So if you're looking



for a totally new, totally unreal video game experience, you found it. From Sony Imagesoft.

IT'S A WHOLE NEW GAME.



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CIRCLE #120 ON READER SERVICE CARD.



UNREAL CD SOUND

UNREAL ACTION

UNREAL VIDEO

REAL POWER

UNREAL GAME DEPTH

25279
energy

score

Hook

UNREAL SPEED

UNREAL CONTROL

UNREAL MUSIC

More Like This
MUSIC
VIDEO

SEWER SHARK

3400

UNREAL PEOPLE

SEGA CD

THE SUSPECTS



Your "hosts": Mr. & Mrs. Victor Martin and their lovely daughter Sara.



The floorplan of the house and all the available options are at your disposal.



Looks can be deceiving: a glass wall with a trap door to get rid of intruders.



Too late for Lisa! This unsuspecting guest is about to be attacked!



Your "plant": Special Agent Kelly. She helps you nab the unwelcomed guests.

NIGHT TRAP

SCAL MISSION 230

YOU MUST PROTECT THESE FIVE PEOPLE



TOP SECRET

Dear Agent,

This is your assignment: use the surveillance equipment in the home of Mr. and Mrs. Victor Martin to make sure no harm comes to the five guests staying there. You can't trust these hosts, however, and watch out for the dark-clad thugs lurking about.

This Night Trap, the latest CD-ROM game for the Sega CD! Under my orders, you have access to camera and audio equipment installed in eight rooms of the house, including the driveway. Scan each room, looking for anything suspicious. If you find one of the prowlers lurking about, you can capture him using the trap in that room. These traps, strangely enough, were installed by the house owners and are all activated by a color code. If the owners catch on to what is happening, they will change the code and you'll have to figure out the new

colors! For the traps to work, a person must be standing on a certain spot. A beeping sound is heard when one of these intruders is in the kill zone.

If you let too many nasties escape, I will personally take you off the mission! Also remember that you'll be relieved of duty if you trap a guest you're supposed to protect. By the way, we have a spy among the five girls who will help you out whenever possible.

Using live action sequences, become the guardian, of those guests! But don't get distracted too long in one room: there is always time for someone to fall prey to the Night Trap!

Commander Simms

Commander Simms

FACT FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	SEGA	SEGA CD	HARD	NOVEMBER
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	CD	N/A	ACTION	100%

SEWER SHARK

SEGA CD

FACT FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	SONY IMAGESOFT	SEGA CD	MODERATE	NOW
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	CD-ROM	N/A	ACTION	100%

HELLO, DOGMEAT!

Do you have the guts to take on the sewers and blow away the ratigators and other nasties lurking below a major corporation? If your answer is yes, then Sewer Shark is your game! As one of the first Genesis CD-ROM releases, Sewer Shark takes you on a high-speed trip through the underground works of a city's sewer system! It's a messy job, but someone has to do it! Piloting your Hole Hog sewercraft, you and your veteran backseat co-pilot, Ghost, must maneuver through twisting tunnels! Another co-pilot, the mechanical Catfish, speeds ahead of you, scouting targets! The objective is simple: blow away the rodents and follow the directions Catfish gives you. If you fail to follow them to the letter, you'll hit a dead end! Crash and burn! Watch the arrows at the top of the console - they show you which route to take. Also watch your Energy Level which displays available ammunition. If you run out, you get to do some quick maneuvering while prime targets pass you by!

So, do you think you have what it takes to face this disgusting menace? Then listen to your co-pilot and "pretend it's just a game!"



As a rookie, you are paired with the battle-hardened veteran, Ghost!



Exterminate with extreme prejudice: Annihilate the ravenous ratigators!



Catfish: Your helpful probe travels ahead of you, conveying vital information!

DOWN IN THE HOLE



In the "hole": You must set your sights on nasty critters and blow them away!



These annoying bats will follow you until you blast 'em to smithereens!

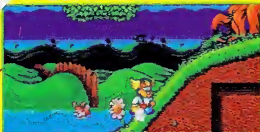


Blast off in the Hole Hog armed with deadly weapons and guiding sensors.



Memorize the directions Catfish gives you so you enter the safest gate.

BUNNY HOP MEADOW



A leisurely walk through an enchanted land. Can you find the secret world?

SECRET UNDERGROUND



This level can only be found by the best players. Bones galore! Enjoy yourself.

DOGSVILLE



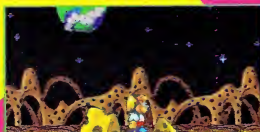
It's a wacky, wild world where nothing is quite what it seems. Be cautious!

SCRAPYARD



You don't want to run into the giant cats or sewer rats living in this dark alley!

LOONY MOON



Blast off into a nutty adventure on the moon. It really is made out of cheese!

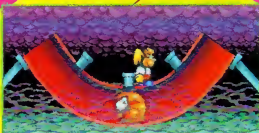
WONDER DOG

PLANET WEIRD



A planet filled to the brim with weirdos. Who could dream of such a place?

PLANET FOGGIA



Talk about air pollution! You can hardly see anything through this dark smog!

PLANET KINUS



Here is Wonder Dog's home planet. Free it from the grasp of evil and save the day!

BAD TO THE BONE...

Wonder Dog is not your ordinary pooch from outer space. He has powers beyond human comprehension. He can jump, hover, and use stars to blast his enemies. But can he find his master, and rid the galaxy of a vile crime lord?

CD-ROM power is packed to the max with full screen animation. The backgrounds are twisted and the enemies are very bizarre. Secret wars and bonus games add a unique flavor to this cart. Each level rocks with its own distinctive tunes. This is truly a game not to miss, no bones about it!



FACT FILE

MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
JVC	SEGA CD	MODERATE	NOW
CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
CD-ROM	9	ACTION	100%



What Gamers May Win:

GRAND PRIZE — One (1) all expense paid trip for two (2) to see Jennifer Capriati play in a tournament to be determined by Jennifer Capriati. Also included in the prize is a special meeting and autograph session with Jennifer, plus two (2) Renovation Products T-shirts.

FIRST PRIZE — One (1) free game cartridge from Renovation Products to fifty (50) lucky entrants in the Jennifer Capriati Tennis Champions '93 Contest.

SECOND PRIZE — One (1) free Renovation Products 100% cotton T-shirt to five-hundred (500) lucky entrants.

How To Enter:

To qualify for the Champions '93 Contest, participants must win all four tournaments in Jennifer Capriati Tennis. When a player has won the complete circuit, a champions screen will be displayed with the statement "Congratulations on your great victory!" followed by the closing credits listing the creative designers behind Jennifer Capriati Tennis, plus a special option password. A photo of any of these screens will be accepted as proof of winning the circuits.

To enter, fill in the form or print your name, address, phone number, age and the words "Jennifer Capriati Tennis Champions '93 Contest" on a 3" x 5" card. Then mail your entry form along with a photo of your winning TV screen to: Renovation Products, P.O. Box 641357, San Jose, CA 95164-1357. All prizes will be awarded to qualifying entries in the order they are chosen.

Contest Rules:

This contest is sponsored by Renovation Products and National Mailing Service. Only one entry per person. No purchase necessary to enter. Winners will be notified by mail. Chances of winning are determined by the total number of entries received. Contest ends January 31, 1993. All entries must be postmarked by this date. Only valid in USA. Void where prohibited. Employees of National Mailing Service, Renovation and their families are ineligible to enter National Mailing Service and Renovation reserve the right to cancel this promotion at any time with appropriate notice. Winners names and prize information may be used by National Mailing Service and Renovation for promotional or advertising purposes without further compensation.

You can buy your **RENOVATION** games at Toys 'R Us, Babbage's, Electronics Boutique, Software Etc. and other fine retailers. **RENOVATION** games are also distributed by Ingram/Commtron. Order games direct by calling 1-800-677-4336.

Enter the Jennifer Capriati Tennis Champions '93 Contest and See

A Great Match.

Olympic gold medal winner Jennifer Capriati brings together some of the best players in the world to challenge you with power serves, baseline thunder, net volleys and exciting point rallies. All the realism of tennis is here, from the skid of a backhand shot past your opponent to the overhead smash for the match. Even create your own players for the circuit tournaments or just a quick exhibition match to build up your skills. And don't forget doubles because teamwork is always important in professional sports. Looking for a great match of tennis? It's right here in Jennifer Capriati Tennis, from Renovation Products for the Sega Genesis system.

RENOVATION
PRODUCTS

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Fill out coupon and mail to: Renovation Products
Jennifer Capriati Tennis Champions '93 Contest
P.O. Box 641357 • San Jose, CA 95164-1357

Name _____ Age _____

Address _____

City _____ State _____

Zip _____ Phone _____

Did You Remember

Your TV. Screen Photo?

RENOVATION
PRODUCTS



TURBO DUO

exile

FACT FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	WORKING DESIGNS	TURBO DUO	MODERATE	OCTOBER
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	CD-ROM	N/A	RPG	100%

THE BLOODY CRUSADES

In years long past, a bloody scourge passed over the land. The so-called "crusades" of long ago brought destruction and suffering to innocent people. Religious and political views were forced upon them by the Templar Knights, working at the behest of the Klispins. The only hope: a lone warrior named Sadler, who previously thwarted one of these "crusades". This time however, he can't go alone, and enlists needed



help. You assume the character of Sadler and throughout the game, join forces with a variety of characters with special powers who travel together as a group. When it comes time for combat, however, you must do it alone - this includes fighting a Master of Evil in each land! As you move from place to place, buy more powerful weapons with treasures you find and get health potions to keep you going. Your life bar increases as you gain experience, and you also gain powerful magic spells. See if you have what it takes to defeat the evil crusades, or remain in exile!



This is one of the villages you visit. See the evil Templar Knights at work!



Discover hidden rooms and find people stalked by the soldiers of the crusades.



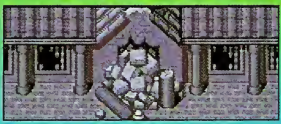
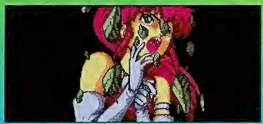
The game isn't all fighting; Here you must solve the puzzling ring of stones!



Here you confront one of the Masters of Evil: this one says he is Sadler's brother!



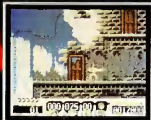
Summon this demon to give you hints on what your next move should be!



ONE OF MANY CINEMAS: TRAPPED IN A ROCKSLIDE, YOU ARE CUT OFF FROM THE REST OF YOUR BAND!

UNIVERSAL SOLDIER

JEAN-CLAUDE VAN DAMME DOLPH LUNDGREN



LICENSED BY

Nintendo

NOW PLAYING ON SUPER NES™ AND GAMEBOY®!

Now this summer's blockbuster movie bursts onto your video game screens with gut wrenching action over 11 laser-seared locations*. You become a perfectly engineered *Universal Soldier* — with extraordinary powers — battling the villainous Sergeant Scott across 2000 awesome screens. Armed with Triple Beam Lasers, Land Mines and a special Chaos Weapon, you are both "Ultimate Fighting Machines" — but only one of you can survive!

To order these great games, visit your favorite retailer or call 1-800-245-7744



ACCOLADE™
The best in entertainment software.™

*Descriptions relate to SNES version

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CIRCLE #201 ON READER SERVICE CARD.

TURBO DUO

TIME CRUISE

TRAVEL TIME AND HAVE A BALL!

Soar through time with the latest pinball extravaganza for the Turbo Duo - Time Cruise! Travel back 45,000 years, or journey as far as 63 years into the future! You start with a main pinball playfield. This is divided into three playing zones: the far right

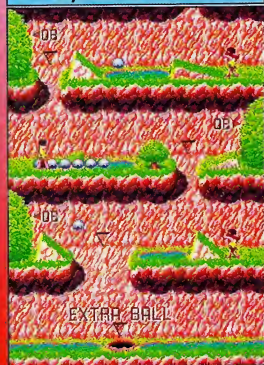
has two time portals, the middle zone has one portal, and the left zone has two portals. Not all of the time zones push the ball with flippers and bumpers. You also move the ball by golfing, manipulating and tilting it, depending on the level! Don't worry if you lose all three balls, however, because you have one last chance to get an extra pinball at the end of the game. What a trip!

MAIN BOARD: MIDDLE FIELD



FACT FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	FACE/TTI	TURBO DUO	MODERATE	DECEMBER
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
4 MEG	6	ACTION	100%	

45,000 YEARS AGO



Go golfing. Putt the ball off each grassy cliff until you reach the bottom.

37 YEARS IN THE FUTURE



You must rotate the board to send the sphere into an Extra Ball position.

63 YEARS IN THE FUTURE



Tilt the platforms to roll the ball to the bottom and receive an extra one.

940 YEARS AGO



In this time zone, keep hitting the chests to make the numerals reach nine.

WARP MISS ZONE



Here's another pinball area - aim for the roman numerals and score big points!

SPACE.



IN YOUR FACE.



WarpSpeed's™ full screen, first-person cockpit perspective puts you so close to the combat that your eyebrows may get scorched. Pilot one of four heavily armed Starfighters against multiple alien races. 18 hyper-fast enemy spacecraft come right at you in seven blazing battle scenarios.



—spinning, firing and flying with fluid 3-D animation. Over 500 way cool combat locales keeps the fighting fresh.

WarpSpeed for the Super Nintendo. Guaranteed to rearrange your face.

To order, visit your favorite video retailer or call 1-800-245-7744.

WARP SPEED™

LICENSED BY

Nintendo

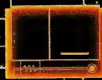
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BY ACCOLADE

SUPER NINTENDO
ENTERTAINMENT SYSTEM

CIRCLE #201 ON READER SERVICE CARD.



TURBO DUO



GET SHOCKED!

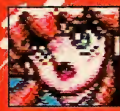
The good doctor says he wants to repair you, but can you trust him? Before you answer, you are transformed into Shock Man and the journey to find the doctor begins! In this side-scrolling action game, you can select between Sonya and Arnold. Each come equipped with an arm laser and a



blast size that you control. However, you can also select both Sonya and Arnold, and control the pair simultaneously. In addition to double firepower, you have the ability to launch bouncing fireballs! There are also levels where the game becomes a shooter as you take on submarines and a variety of other craft! So shock your way to the top and get the doc . . . or else!

SHOCK MAN

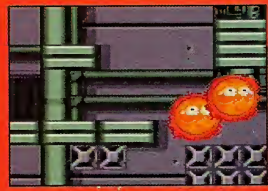
FACT FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	TTI	TURBO DUO	MODERATE	DECEMBER
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	4 MEG	8	ACTION	100%



High above the city, battle this hideous alien that attacks with killer missiles!



After the opening stage, take to your Shockmarine to fight aquatic nasties!



If you play as Sonya and Arnold, you have the power to change into fireballs!



WHY BE A NOBODY? BE A PRO!

Some games claim to be realistic: we are. Check out the rosters. Ever hear of their players? Larry? Joe? Super Batter Up is packed with actual Major League Baseball Players and their statistics. We've analyzed RBI, ERA, home runs, stolen bases, errors, speed, and throwing ability data to insure that our game plays like the real thing. From the national anthem to the 7th inning stretch Super Batter Up delivers the baseball action you deserve. Don't be an average Joe: You can be a baseball hero.

- One or two players.
- 8 megs of realistic graphics.
- 26 teams.

namco

NAMCO HOMETEK INC. 3255-1 Scott Blvd. Suite 102, Santa Clara, CA 95054-3013

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TURBO DUO

SAMURAI GHOST

FACT FILE

MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
TTI	TURBO DUO	MODERATE	NOVEMBER
CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
4 MEG	7	ACTION	100%



ANDABAA

This is the hag who ferries souls across the STYX and raises them from the dead.



Proceed northeast through the zones, heading for the HEART OF DARKSIDE.



Make your way through the ice and snow while avoiding the hideous fire bores!

BEHOLD, KAGEKIYO!

The soul of the evil Shogun Yoritomo has risen and is building a legion of the dead for world conquest. Fearing the terrible outcome, the Eternal One pleaded with Andabaa the witch to raise Kagekiyo, guardian of the Heike clan, from the dead. Yoritomo and his men were vanquished once before by Kagekiyo and now they have withdrawn to the realm of the Dark Side where they await their resurrection. To prevent this, Kagekiyo now descends to the Dark Side . . .



The rocky desert is infested with giant blackbirds that want to claw our hero!



Jump through the jungle carefully as flying skullbeasts hamper your way.



Strike this skeletal Boss in his mid-section and watch him crumble!

POWER ITEMS



GOLD PIECE FIREBALL:
Money you need for bales of rice.



LIFE FIREBALL:
Restores one half of the life candle.



RICE BALES:
Restores one life candle completely.

SCORE BIG



Winning big has never been easier! Just answer all the questions listed below for your chance to win a huge 27" TV, a thumping stereo and a Super Nintendo. Your games will look and sound better than ever. Check out the back of the game packages for all information you need to win.

1 Grand Prize— 27" TV set plus a stereo system plus a Super Nintendo system, plus a SUPER ADVANTAGE[®] from Asciiware™!

1 First Prize— a Super Nintendo system, a SUPER ADVANTAGE[®] from Asciiware™ and a Nintendo Game Boy plus all Namco SNES and Game Boy games released by December 1992!

5 Second Prizes— all Namco SNES and Game Boy games released by December 1992.

15 Third Prizes— one each of Namco SNES and Game Boy games.

Name _____
 Address _____
 City _____ State _____ Zip _____

1. On the back of the **Super Batter Up** box who is up to bat for Oakland?

2. What's the score shown in the Post Game Show on the back of the **Super Batter Up** package?

3. What keeps you close to the action in **Wings 2 Aces High**?

4. What three types of missions do you perform in **Wings 2 Aces High**?

5. Name **Dig Dug**'s enemies.

6. Name two weapons used in **New Dig Dug**.

No purchase necessary to enter. One entry per person, please. Your answers must be correct to win. Your entry must be postmarked no later than February 1, 1993. Winners will be randomly drawn from among eligible entries on February 15, 1993. Winners will be notified by mail. After February 28, 1993, you can obtain a list of the winners by sending a self-addressed stamped envelope to the Namco Hometek office. Prizes awarded to use per household. Winners are responsible for all taxes. Void in Canada and elsewhere prohibited by law. This contest is subject to all federal, state and local law and regulations.

Send all entries to: Namco Hometek, Inc., Attn: Score Big

namco

NAMCO HOMETEK INC. 3955-1 Scott Blvd, Suite 102, Santa Clara, CA 95054-3013

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WELCO
METOT
HENEX
TLEVEL

Genesis, Cover Gear and Sonic: The Hedgehog 2 are trademarks of SEGA. © 1992 SEGA. All rights reserved.



An attitude,

An interview with two of the creators of Sonic The Hedgehog 2™

tons of enemies,

How will Sonic 2 be different from the original?

Sonic 2 will be much faster and have many more new moves. Like "Spin Dash," which will propel him forward really fast. You can play alone or two people can play with or against each other. And Sonic has a new friend called Tails, a four-year-old fox that has two tails and is almost as fast as Sonic. Tails can also use his tail as a helicopter propeller to fly.

and a running

Will there be more levels?

Yes. Over twenty different stages now. There are a lot of new challenges, like corkscrews and a chemical factory. Also, Dr. Robotnik is back and he comes with 25 different enemies. My favorite is the coconut throwing monkey.

mate with the

How do you get your ideas?

All kinds of ways. For example, when Dr. Robotnik captures animals, he puts them in a metal shell. We got the idea for that from a movie we saw as kids, in which a giant gorilla is encased in armor. Ideas can come from anywhere.

mind of a four-year-old.

How do you go about creating a game?

We start with a storyline, and then create the action and graphics. But we change the storyline a lot as we go, so we have a writer who works with us. For example, we added the Mechanical Zone after we decided to put the animals in the metal shells.

(No, it's not another presidential election.)

Is there anything you'd like to say to Sonic 2 players?

Take care of Tails. Look for many hidden rooms. And have fun. Having fun is the most important thing.





NINTENDO

FACT FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	THQ	NES	MODERATE	DECEMBER
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	2 MEG	4	ACTION	100%

SWAMP THING



ECOLOGICAL AVENGER!

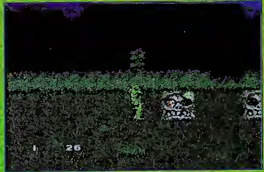
Join our favorite creature from the Louisiana bayou in a war against the evil Dr. Anton Arcane who seeks the bio-restorative formula that transformed Alec Holland into the massive Swamp Thing. With a portion of the formula, Arcane created a legion of horrible mutants known as The Un-Men, ordered to capture our swamp hero. Lead Swamp Thing in his pursuit of Arcane and put an end to his twisted plans.



The swamp is infested with giant bugs. Knock them out with a punch or a stone!



Search for power-ups and helpful items scattered here. Dodge the jumping fish!



This level is crawling with skull boulders that pop their eyeballs toward our hero!



Swamp Thing can gather different objects to hurl at Arcane's monsters!

- IUP** EXTRA LIFE
Located in hard-to-reach places of some levels.
- BEAKER**
Adds one life bar to the health meter.
- GREEN ROCK**
Swamp Thing performs long-distance attacks.



Before the game begins, a cinema explains the origin of Swamp Thing.

Using "Bio-Data" and "genetic engineering" to create an "artificial life" is "Swamp Thing."

Ghosts. Mutants. Goblins. Aliens.

Demon Bosses. Skeletons. Fiery Traps.

Man-Eating Fish.

Evil Entities. Deadly Lasers. Possessed Souls.

Deserted Planets.

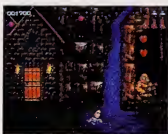
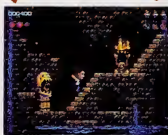
Deformed Creatures. Out of Control

Comets. Misplaced Missiles.

Torture

Chambers. Blood Thirsty Murderers.

Haunted Houses. Weapons of Destruction. Rivers of Slime.



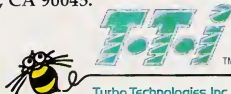
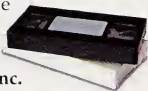
Better Sleep With The Light On.

This Halloween is going to be scarier than ever with Dead Moon and Ghost Manor. The two newest 16-bit TurboChip games from Turbo-Grafx. Here's the trick. In Dead Moon, you have to save the planet from invading aliens. Or in Ghost Manor, help Arthur escape the haunted

house of horrors to save the town. Here's the treat. You can play both games on your TG-16 or TurboExpress. And if somehow you

survive either game and want to see what's in store for you next, send for a free 20 minute video about the new Turbo Duo and software line-up. Just include your name, address, age, sex and tell us which game system you use now to:

Free Video Give-Away
Turbo Technologies, Inc.
6701 Center Drive West Ste. #500
Los Angeles, CA 90045.



Dead Moon is a trademark of © 1991 Natsume. Ghost Manor is a trademark of © 1992 ICOM Simulation.
Available at Toys "R" Us, Babbages, Electronics Boutique, The Good Guys, Software Etc., Walden software and through Sears Catalog.

CIRCLE #101 ON READER SERVICE CARD.



NINTENDO

ROBO GOES RENEGADE!

OCP is sending in Rehab Officers to clear the streets of Old Detroit for the construction of Delta City. When ROBOCOP sees helpless families forced from their homes, he joins the movement to battle the Rehab Units. Luckily, ROBO is loaded with a multi-weapon arm attachment complete with a bore cannon and smart bomb. Help this super-cop save the innocent families and bring order to the city!

FACT FILE

MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
OCEAN	NES	MODERATE	NOW
CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
2 MEG	5	ACTION	100%



The city streets of Cadillac Heights are being overrun by mammoth weaponry!



ROBOCOP takes to the air with his new jetpack. Avoid the oncoming missiles!



After a rough day of fighting crime, head to the lab for some much-needed repairs.



High Speed Chase.

CHASE H.Q.®



TAITOTM
TAITO CORPORATION

Hit the road, Jack, and don't you come back until you've cleaned up the streets of New York City. In this new 16-bit game from Taito, slide behind the wheel of your own supercharged Chase 92854 patrol car. Race through the streets of New York City until you locate the fugitive, and then ram his car so you can make your arrest. If you complete your missions successfully, you'll receive a special commendation. But if you fail, the only way you'll be cleaning up the streets is with a broom and a dustpan.



Available at Toys "R" Us, Babbages, Electronics Boutique, The Good Guys, Software Etc., Walden software and through Sears Catalog.
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BUSTER



BABS



FURBALL



CALAMITY



PLUCKY



LITTLE BEEPER



NINTENDO

A casual Buster Bunny is waiting for Babs in front of the Looniversity.



Calamity Coyote has tried all the tricks in the book to get the Little Beeper.



Babs Bunny is trying to shoot poor defenseless Furball with her water pistol.



Plucky Duck flies through the wild blue yonder in search of furball.

LIGHTS,CAMERA...

Now you can animate all of your favorite characters from the Tiny Toons Adventures. Choose your background, special effects, sound, and start filming!

Become the director of a slapstick comedy, or an action-packed thriller. You can even add a soundtrack of Loony Tunes music. Select your favorite Toon, and get ready for a bundle of animated laughs.

FACT FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	KONAMI	NES	MODERATE	FEBRUARY
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	4 MEG	N/A	EDUTAINMENT	95%

High Speed Collision.



TAITOTM
TAITO CORPORATION



Hold on to your bicuspids, because Taito has a smashing new 16-bit hockey game for your TurboGrafx-16. First, assemble your team from our all-star lineup of free agents. (Good looks, bathing, and teeth are optional.) Then hit the ice, where you can take your team to the championship tournament or face off in a penalty shot contest. It's a grueling, tooth-jarring battle, so may the best team win. And may the losers have dental insurance.





NINTENDO

QUATTRO ARCADE



Evil bosses will attempt to end your quest early!



Sliding penguins try to tackle you to the ground!



Watch out for this tower; it's an eye-full of danger.



Pulverize the poodles with your big elephant butt.



This snow-covered ski lodge is filled with icicle spikes!



The creepy zone will surprise you with its many obstacles.



Race to the trapdoor to gain your freedom and victory!

C.J. ELEPHANT

STUNT BUGGIES

F16 RENEGADE

GO! DIZZY GO!



In the frenzied heat of an F16 dogfight, only one survivor lives to fly again!



The three-dimensional level will provide more intense action for aspiring pilots.

FOUR TIMES THE FUN!

Camérica has packed four enjoyable games into one cartridge. Explore a strange and mystical world with C.J. the elephant. Defuse bombs while avoiding spies in Stunt Buggies. Hit Mach 5 with F16 Renegade, and journey through a puzzling world with Go! Dizzy Go! Quattro Arcade's games address four very different video themes. Everything from action to adventure to an intense shooter is packed into one cart!



Guide Dizzy across the slippery ice in the incredible bonus game.

Gathering more food increases your chances to win!



**FACT
FILE**

MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
CAMERICA	NES	MODERATE	NOW
CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
2 MEG	30+	ACTION	100%



EVERYONE IS REALLY EXCITED ABOUT ZONK.

[WELL,
EVERYONE
EXCEPT
OUR
PHOTOGRAPHERS.]



If a picture is worth a thousand words, then you'd better be a speed reader to catch this guy. Zonk is his name, and Air Zonk is his game. He's been sent into the future by that hard headed superhero Bonk to do battle with hoards of mutated cyber robots.

In this futuristic 16-bit setting, you'll soar through five different levels of intense action. And if you're feeling lonely, team up with

one of Zonk's bizarre cyborgian friends to help you in your adventure. Each friend has different weapons and abilities that will come in handy. (And if nothing else, they're all really goofy looking.)

So focus your efforts on getting Air Zonk. He's the picture perfect video game

hero. Well, almost.



Air Zonk



**TURBO
GRAFX**



Turbo Technologies, Inc.

NINTENDO



BEST OF THE BEST



CHAMPIONSHIP KARATE



FIGHT THE BEST

Do you have what it takes to be called The Best? Here is your chance to find out with the latest fighting game, The Best of the Best! Take to the ring for a series of kicks,



punches, jabs and sweeps as you face a variety of kickboxing champions! You can fight in the ring, or enter the practice gym and sharpen your boxing abilities. Watch your life meter; it shows the hits you or your opponent have made throughout the confrontation. Battle to be the Best!



Check your life meter in the spotlight while the audience cheers you on.



3-WAY KICK

Kick high, low or in the middle. You can also use your fists.



Practice makes perfect. Test your kicking abilities in the gym before the big fight!

FACT FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	ELECTROBRAIN	NES	MODERATE	DECEMBER
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	2 MEG	22	ACTION	100%

TurboGrafx-CD Super System Card

For the super low price of

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you could choose the Super System Card without the extra software.

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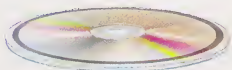
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You will also receive three games in one CD:

Gate of Thunder
Bonk's Adventure
Bonk's Revenge



\$50 Value Coupon Booklet

This coupon booklet gives you ten \$5 coupons for savings on any TurboChip or CD software for use in the TurboGrafx systems. This offer is a great way to expand your game software library. Your only problem is choosing which games to use the coupons on!

The Super System Card will add to your thrills with the addition of four times the memory capacity of the older TurboGrafx-CD games. With this increased storage, you will experience incredible sound and scaling graphics. TurboGrafx-CD system users have no worries! With the Super System Card you will have all the power of a Turbo Duo System. It completely enhances the TurboGrafx-CD system so you can play all the awesome CD games!

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\$49.99



Dungeon Explorer II
March '93
\$49.99

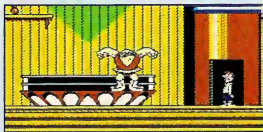


Riot City
March '93
\$49.99

To order call: 1-800-995-9203
CIRCLE #101 ON READER SERVICE CARD.

NINTENDO

Sentro will blast you or his little pooches will attack. No bone for him!



Astro is working out in the futuristic gym. Find him to get the remote control.



Cogswell can smash you with his spiked clubs. Cartoons were never like this!



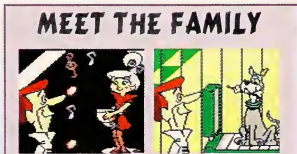
Sail through the raging rock concert on your radical hover board. Surf's up!



Air Jetson gets the rebound! Will George bring it in for the slam dunk?



Cruise through the cosmos. Enjoy the space stations in the clouds of Mars.



MEET THE FAMILY

Judy

Astro



Eroy



Jane



The machine stole George's clothes. Quick, put them back on! This is a family show!

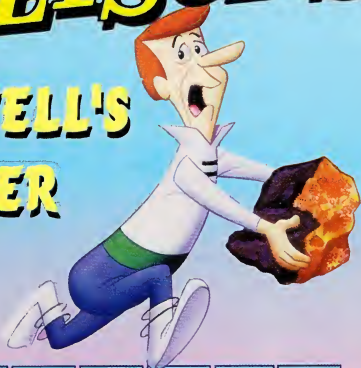
MEET GEORGE JETSON!!

Cogswell Cogs is violating space law by destroying a planet for profit. Join George Jetson in his quest to stop Cogswell. The whole family will give you advice, including Astro! It's an out-of-this-world adventure!

Fast-paced and creative side-scrolling levels set this cart out above the rest. Hidden warps and cool tools add to the complexity. The detailed backgrounds are fun to watch, and the enemies are hilariously animated. This game provides hours of challenging entertainment!

The JETSONS

COGSWELL'S CAPER



FACT FILE

MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
TAITO	NES	HARD	JANUARY
CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
3 MEG	13	ACTION	90%

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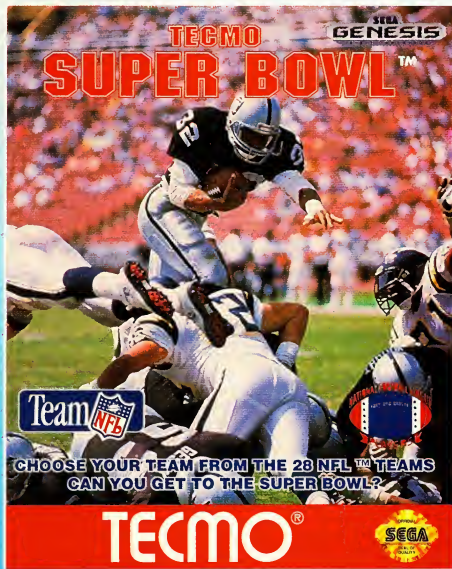
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NINTENDO

SQUIRRELY HEROES

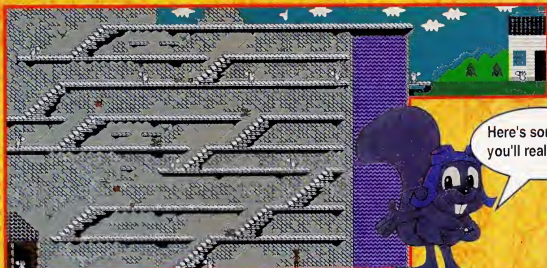
At Frostbite Falls the daring duet receive a telegram stating that Bullwinkle's great-grandfather has left him an inheritance in England. The famous team of moose and squirrel head out to claim the cash but Boris and Natasha have other plans. The evil pair plan to

impersonate them and claim the loot.

As you travel to England you can switch between your favorite heroes. Gearing towards a younger audience, fans of all ages can still enjoy this wealth of adventure.



The Adventures of ROCKY & BULLWINKLE FRIENDS



Use your oversized antlers and become a royal pain in the "butt" to old Boris.



Pick up bombs whenever available and let them fly on the bad guys.



As Rocky, you can sail across different levels with the greatest of ease.



ACME SAW COMPANY

USEFUL ITEMS



Find keys to open

KEY



Restore some

CUP

energy

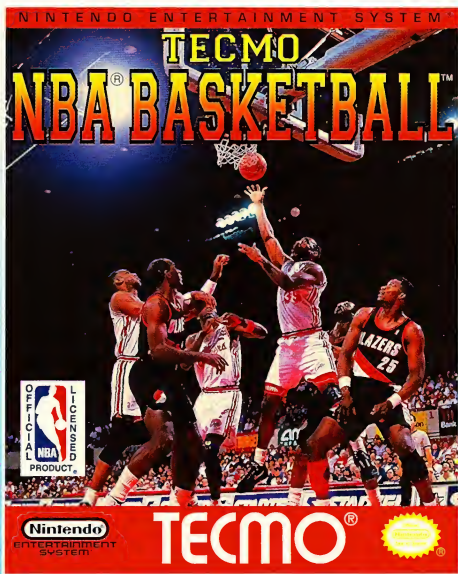
FACT FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	T-HQ	NES	MODERATE	DECEMBER
CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE	
3 MEG	5	ACTION	80%	

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HENEX
TLEVEL

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Unlike

*An interview with Bert Schroeder, Producer of
Batman™ Returns on Sega CD,™ Genesis™ and Game Gear.™*

Bert's wife,

How will the new Batman Returns games be different from the previous one?

There are a lot of new weapons based on the movie, like access to the utility belt, so there's tons of cool stuff to use. And the CD version has incredible scaling and perspective. It's very realistic. For instance, it has a driving sequence with the **Batmobile**, and you're the driver.

you'll appreciate

What are your favorite parts of the game?

In Batman Returns there's a level near the end where you fight **The Penguin's** Duckmobile. You launch all your weapons and use your wings, to jump from iceflow to iceflow. The best thing about all these games is they're never over when you think they are.

the long,

How is the music on the CD version?

Spencer Nilsen is scoring some original music. The sound is CD quality, so it's really awesome. And we're using fully digitized sound effects to help heighten gameplay. Which means that you'll feel like you're actually in the game.

hard hours

Were the games difficult to create?

Yeah, but we enjoyed it. There were some fun times. For instance, we really enjoyed being on the Warner Brothers set watching them film in **The Penguin's** Lair. Our idea for the slanted building in the Genesis version came directly from that set. Of course, creating the games took time—more than a year—but when they come out great, it's worth it.

he's spent at the office.





NEO GEO

VIEWPOINT



Fasten your seat belt and get ready for the ride of your life! 4, 3, 2, 1... Blastoff!



Be careful when entering the circular barrier. One wrong move and it's over!

LOCK AND LOAD FOR PSYCHEDELIA!

We've all played our fair share of shooters and some of them were really great, but the guys at SNK have pulled out all the stops for VIEWPOINT! This cart has one of the finest soundtracks ever to appear on a game. It takes you from hardcore house music to a middle eastern shuffle and nearly everything in between.

The graphics in this shoot-em-up game are incredible. The colors are vibrant and the artwork is truly three dimensional. You have a number of special weapons at your command including a sonic blast, wall of fire, and homing missiles. If you own a NEO GEO then your dreams have just been answered. Blast off baby!



It will take a fast trigger finger and a sharp eye to open these colossal gates!



Don't even bother to shoot the adult slugs - just go for their helpless babies!



FACT FILE

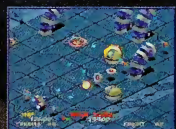
MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
SNK	NEO GEO	HARD	DECEMBER
CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
68 MEG	6	ACTION	97%



This guy has four faces you must deal with, and they get worse each time!



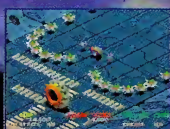
Get ready for a bloodbath! These rockets charge you with force fields.



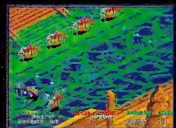
These slinking towers of doom are instant death!



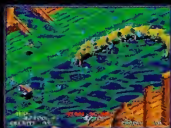
Hope you saved some bombs for this creature!



Hesitate here and you've seen your last battle!



The psychedelic fish are beautiful but deadly!



This annoying beast will follow you relentlessly!



Better get the force field to deal with this big fish!



Keep your eyes on the bullets or you'll be blinded by the sniper attacks!



Just fly past these worms; you can't kill 'em!



Woe is he who lets these evil guys charge up!



Many of the giant boss ships will appear twice!



This monstrous beast can eat ships like candy corn!



The centipede will block shots for the big boss!



Just look at this guy! You know he's trouble!

BAD BOSS!



PHASE ONE



PHASE TWO



PHASE THREE



PHASE FOUR



PHASE FIVE

The many mutant phases of the final boss!

COVERS IT ALL

THE GUIDE WIZARD TO COMICS



PUSHING THE RIGHT BUTTONS

That pesky holiday season is almost upon us and here's a way you can score massive brownie points with your friends! Order *Wizard* (for you or as a gift for your friends), and receive a limited edition Santa card as a free gift, available only through this offer!

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Wizard is the best thing since reindeer crap on the roof!

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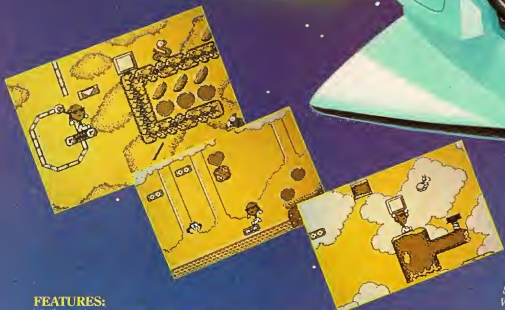
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Free Santa Trading Card offer expires January 31, 1993

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7UP

The SPOT™ COOL ADVENTURE

See SPOT swing, soar and space out in his latest adventure with the Game Boy! That mischievous red dude has made a break again. Help SPOT pass through clouds, escape from the forest, and a crazy fun house, orb in space and even fly through the air in his jet pack—all to get back to the safety of his bottle. That is ...when he wants to!



FEATURES:

- Placeable track and platforms you control
- Breakaway tracks that let you move from one track to another when you want
- A special bonus level

**WRITE YOUR OWN TICKET
TO ADVENTURE!**
**Receive A Cool Prize Winner Will
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The first 1000 entries will receive a free SPOT T-shirt

In 250 words or less share with us your idea of the coolest adventure!

Send your adventure idea, name, address, age and phone # to us at:
 Virgin Games Inc. ATTN: SPOT 15061 Flitch Ave. Irvine, CA 92714
 No Purchase Necessary. Entries must be received by 3/31/93.
 Winner will be required to execute a release of liability.
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Nintendo



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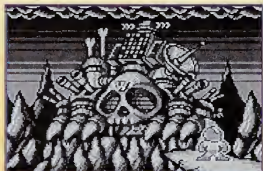
GAMEBOY

MEGA MAN 3



MEGA ADVENTURE!

The third installment of the incredibly popular Mega Man series has arrived for the GameBoy! Dr. Wily has taken control of an oil platform and is drilling through the Earth's crust to tap the planet's natural energy. Before Mega Man can stop Dr. Wily, he must defeat eight robot foes and save the Earth at all costs!



Make your way toward Dr. Wily's castle and put an end to his sinister scheme!



FACT FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	CAPCOM	GAMEBOY	MODERATE	DECEMBER
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	2 MEG	9	ACTION	100%



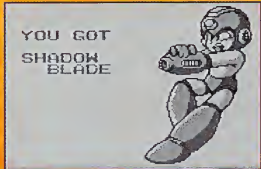
This polar fiend is out to get you as he launches exploding eggs your way!



Mega Man must maneuver himself through many tricky stages. Good luck!



Each Boss has a different attack pattern depending on its mechanical make-up...



...and after defeating one of Dr. Wily's robots, you'll receive its enhancement!

DR. WILY'S ROBOT MASTERS



SPARK MAN



GEMINI MAN



SHAKE MAN



SHADOW MAN



DIVE MAN



SKULL MAN



DRILL MAN



DUST MAN

I'M MARTHA SPLATTERHEAD...
RENEGADE CYBORG AND FAB-
ULOUS BABE.



"I BAILED ON THE MILITARY AND HAVE COME
TO TAKE OVER ALL THE GANGS IN NEW YORK CITY"



NOT EVEN MY OLD
BUDDIES THE
COMBATTRIBES CAN
STOP ME NOW!



DON'T COUNT ON IT,
SPLATTERHEAD!!



JUST BECAUSE YOU WERE ONCE PART
OF THE UNIT, DOESN'T MEAN BULLOXA,
BLITZ AND I WILL SHOW MERCY ON YOU
AND YOUR BOOT-
LICKING GANGS!



WHY, BERZERKER, YOU WOULDN'T
HIT A LADY, WOULD YOU?



CYBORG'S AN'T
LADIES!!



Bust the buzzin' Slash Skaters under the strobe-lights of the Lexington Disco.



Go berserk as Berzerker and take on a fire-breathing Swammy in the special 1-on-1 "VS. Mode."

◀ Special "VS. Mode" lets you battle as any of the 16 gonzo characters and go toe-to-toe with everyone—even your fellow Cyborgs!



CIRCLE #183 ON READER SERVICE CARD.

Licensed by



The Big Apple's gone rotten and an old ally is at the core. Your mission: destroy Martha Splatterhead—former Combattribe-babe turned Gotham gang-queen. But before you get close to this renegade-mama, you'll have to do some head-bashin' with five of New York City's most feared gangs—on their turf!

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GAMEBOY

THE INCREDIBLE



CRASH DUMMIES



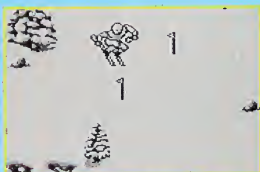
FACT FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	ACCLAIM	GAMEBOY	MODERATE	NOW
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	1 MEG	20	ACTION	95%



Attempt a stunt dive atop this flaming building and crash into the target.

CRASH, BAM, BOOM!

Welcome to the world of self-torture. Assume the role of Slick, one of those S&M-lovin' crash dummies, and subject yourself to many dangerous experiments and safety checks ranging from wrecking cars to disarming bombs. Earn big money by completing each task with the least amount of destruction and mayhem.



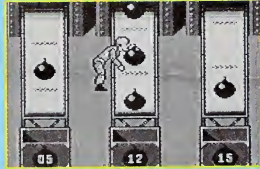
Test out the new ski slope by hitting as many flags as you can on your run.



Before crash testing this new air bumper, collect cannisters for better protection.



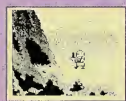
Word from Slick: "Don't be a dummy. Always buckle your safety belt!"



As a quality control inspector, you must blow out the lit fuse from each bomb!

Ultima® Runes of Virtue™

An FCI original from the creators of Ultima



- Powerful 1 meg chip with battery back-up saves play positions.
- Hours of exciting one player action in over 170 levels.
- Two players can compete or cooperate for up to 80 unique levels with the Game Link.



"Finally there's an adventure for Game Boy to rival the scope and excitement of such NES™ hits as The Legend of Zelda!"
(Nintendo Power, Vol. 23, April 1991)

The exciting world of Ultima comes to Game Boy for 1 or 2 players. Now get the adventure of Ultima in an all new portable game! The villainous Black Knight has stolen the eight runes of virtue! It's your quest to get them back. Guide your character on a heroic quest through the lands and dungeons of Britannia. Who will you choose to be: Mariah the Mage, Iolo the Bard, Dupre the Fighter or Shamino the Ranger? Explore the dungeons, discover magic weapons and potions, and battle an overwhelming variety of monsters: bats, rats, jaggers, gremlins and wizards.

Ultima Runes of Virtue is a completely new game designed exclusively for Game Boy by the original Ultima designers. You'll enjoy the same hours of challenge and adventure that you've come to expect from an Ultima game.

A Lord British Game
ORIGIN™

FCI 
Not Just Kid Stuff

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GAMEBOY



THE ARCADE GAME



Sara Connor races through the huge Cyberdyne complex, avoiding the police!



Freeze the T-1000 with liquid nitrogen and make a break for the factory.



The T-1000 has infiltrated Cyberdyne Systems. Escape before he finds you!



Hit the T-1000 with a grenade launcher and send him into the molten lead below.



Sky-Net is well protected by wave after wave of HKs, exo-skeletons, and T-800s.

COME WITH ME IF YOU WANT TO LIVE!

Out of the apocalyptic fires of a nuclear holocaust, a lone warrior must journey to save mankind from the brink of extinction. From terminator to protector, you must now save young John Connor from the relentless, quasi-liquid killing machine, the T-1000!

As in the coin-op, T2 features incredible scaling and great graphics that plunge you head first into the battle of tomorrow. Power up your gun and get ready to save the human race from technology gone mad!

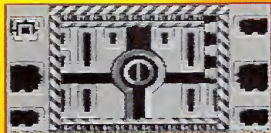


Hunter-Killers will blast the resistance to pieces unless you stop them first!



Exo-skeletons escorted by flying HKs battle the humans in the city's ruins.

FACT FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	ACCLAIM	GAMEBOY	MODERATE	DECEMBER
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	2 MEG	6	SHOOTER	100%



This defense gate holds the key to the ultimate ride—a dangerous trip through time.

CATCH THE TAITO HEAT WAVE



This head bangin' hard checkin', free-for-all will rattle your bones and send you flyin' into the next county. So, lace em up and CHECK it out!



Oversized mutant morsels are at their boiling point. Indulge in a menu of madness, so spicy, it will make your eyes water. These dirty dishes need to be cleaned up, so grab your pan and start cookin'!



Cogswell has violated the rights of the aliens by setting up a mining colony. Help George gather gadgets that will help him get to the colony and shut down the power. George's clumsy habits will have to be overcome.



This hard-hitting cart will cause some real headaches. You'll need to unleash your fatal fists to unleash bad dudes and on some bad dudes and crazy creatures. So punch-in because this job will take a real superhero!



Fred uncovers a treasure map and sets off on a wild adventure to find the loot. Help Fred through seven adventure-filled stages in this journey.



Behold! The ultimate brain buster! Rotate maze after maze as you try to get your ball through before time runs out. Levels of geometrical motion will leave you dizzy. You'll have a ball!

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TAITO
 THE ONLY GAME IN TOWN.



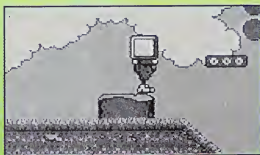
CRMEBOY

SPOTS

COOL ADVENTURE

**FACT
FILE**

MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
VIRGIN	GAMEBOY	MODERATE	FEBRUARY
CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
1 MEG	12	ACTION	100%



Use the huge blocks along the path to hurl at enemies that get in your way.



Spot's latest adventure begins here in the Carbonated Land!



When you begin, you can select your difficulty level. Take the easy way out!



After you complete each round, a bonus level gives you the chance to win big!



Use the springboard for a double jump ... and don't forget to grab the dots!



These snails are sluggish, but their touch is deadly. Knock them out with blocks!



A BIT SPOTTY?

Spot, the lovable dot with limbs and shades, is back for more adventure. Instead of appearing in a board game, Spot has decided to take a more direct role in his play! Now you get to move Spot through his Cool Adventure! You start in Carbonated Land, but soon move on to more complex and difficult worlds! Spot doesn't just walk: he also jumps and crouches his way past the nasties on his trail. If blocks are found nearby, Spot can use them to bash his enemies or to build staircases to get hard-to-reach items. Some of the pests that attack



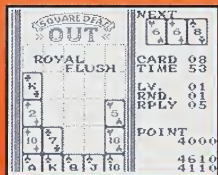
Spot will also help him! If Spot jumps on their back, he can then do a double jump! Collecting dots is also essential to increase your score.

Spot has a life meter which decreases each time he is hit. If Spot falls into water, however, he loses a life! There are also life containers along the way that replenish Spot's life bar completely. See what you've got - follow the adventures of Spot!

WHAT THEY HOPE TO FIND UNDER THE TREE



Think fast. This is definitely no ordinary poker game. Counting the cards is not so easy when you're dealt a new one around every five seconds. It'll take all the concentration you have to beat this game. Of course, a little luck couldn't hurt.

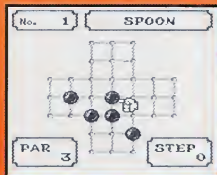


"...one of the most entertaining hand-held brain teasers to come out yet."

-Electronic Gaming Monthly



Think all you like. In fact, take all the time you need to figure out 100 increasingly challenging and involving puzzles that may make you forget what planet you're on. By the way, make sure you have plenty of spare batteries.



"...Lazlos' Leap is a certified brain-drainer."

-Nintendo Power Magazine

It's no wonder why Mom and Dad love playing your Game Boy so much, but they may not be willing to admit they'd like some games of their own. Wrap up these two brain-teasers and who knows, they may just keep your Game Boy® and buy you a Super NES™.

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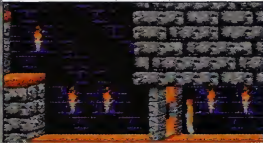
GAME GEAR



Fight a skeleton to the death in this crucial struggle above a bottomless pit.



Pit your skills against an evil guard who stands between you and your freedom.



Blades can slice you into oblivion. Only a carefully timed jump can save you now!



The magic mirror will create a clone determined to do its best to kill you!

PRINCE OF PERSIA

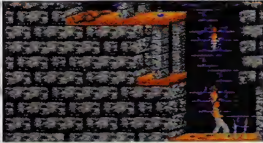
YOU'LL WISH FOR A MAGIC CARPET!

You have been imprisoned by the insidious Vissor Jaffar, an evil being bent upon ruling the land. He wants to marry the Sultan's daughter, thus securing his grip on the throne. The princess, on the other hand, thinks only of you. Can you escape from the dark confines of the prison and save your love? Will you become the next Prince of Persia?

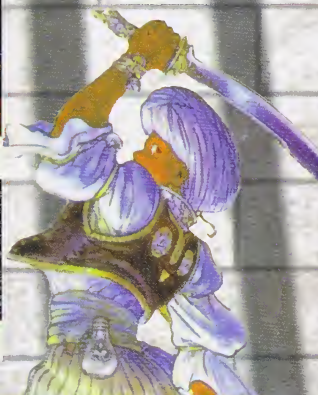
The Game Gear perfectly recreates this computer classic with all the action, mystery and danger intact. The animation is unmatched by all other portable games. A password allows you to continue your perilous journey, and the ease of play will amaze you. Now if only you had a magic lamp . . .



The Vissor's chambers are nearby, so don't give up, or all will be lost!



Tread carefully through the needle-sharp spikes or you may be impaled on them!



FACT FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	TENGEN	GAME GEAR	MODERATE	NOW
	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	8 MEG	8	ACTION	100%

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When you're tired of watching from the sidelines... it's time to Play with the Pros!



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CIRCLE #150 ON READER SERVICE CARD.



CRIME CLEAR

**LEVEL: ONE
THE STREETS**



Free the captives from the Columbian drug lords.



Blast the armed drug dealers hiding in the car!

**LEVEL: FOUR
SIDWAY**



This sleazy sidway is a haven for city crime!

**LEVEL: TWO
ROOFTOPS**

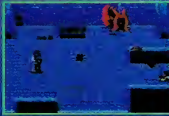


Watch out for a dangerous ambush on the roof!



Dodge the chopper's assault of bullets!

**LEVEL: FIVE
SLAUGHTERHOUSE**



The slaughterhouse is crawling with CIA agents.

**LEVEL: THREE
CITY SLUMS**



Take to the streets, killing everyone in your path!



Seize this truck full of drugs before it gets away.

**LEVEL: SIX
ALIEN SHIP**



Fight the relentless alien hunter on his own ground.

PREDATOR 2

HUNT IN THE BIG CITY BADLANDS!

The galactic headhunter is back! Now you can do battle with him wherever you go on the Game Gear! Take the role of Lieutenant Mike Harrigan, a tough cop who is out to clean up the streets of Los Angeles from the drug lords that have taken over. Watch out for the new guy in town who won't stop until he's satisfied with his quarry!

Set up in a fast paced side-scrolling fashion, this game contains an arsenal of weaponry ranging from shotguns to assault rifles to the Predator's disk blade! Get ready for some action!

FACT FILE	MANUFACTURER	MACHINE	DIFFICULTY	AVAILABLE
	FLYING EDGE	GAME GEAR	MODERATE	NOW
CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE	
2 MEG	7	ACTION	100%	

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Contest Winners

Here are the correct answers in our recently concluded Defenders of Dynatron City contest.

Name	Picture	Power
Ms. Megawatt	F	C
Toolbox	E	F
Monkey Kid	B	E
Jet Headstrong	A	B
Radium Dog	D	A
Buzzsaw Girl	C	D

The seven(7) first place winners are:

Jason Alaine, Blaine, MD
 Marc Kedjora, Hartsdale, NY
 Albert Siebert, Saratoga, CA
 Billy Taulbee, Bulan, KY
 Jennifer Colman, Columbus, OH
 Roslyn Scinta, Chesapeake, Va
 Ruth Cartwright, Waukesha, WI

The eight(8) second place winners are:

Matthew Weaston, Mt. Gilead, OH
 Bobby Chuck, Honolulu, HI
 Jeffrey Nachem, Staten Island, NY
 Souk Khanhsila Jr, Shreveport, LA
 Dan Kilmot, Edwardsville, IL
 Jeremy Omo, Concord, MI
 Jason Larson, Tempe, AZ
 Joe Keil, Manitowoc, WI

The Twenty Five(25) third place winners are:

Derek Antoine, Queens, NY; Jay Liu, Silver Spring, MD; Nick Archer, Millbrook, AL; Dave Woodard, Charlotte, NC; Jose Jamie, Baldwin Park, CA; Michael Grant, Cheyenne, WY; Vincent Parras, Hayward, CA; Michael Kelly, Durham, NC; David Bailey, E. Amherst, NY; John Tobin, Wilmington, MA; Rickey Rousel, Carson, CA; Daniel Carriveau, Alpena, MI;

Andy Lang, Xenia, OH; Danny Kung, Rohnert Park, CA; Jonathon Svarzbien, El Paso, TX; Adam Moody, Fox Island, WA; Jeremy Anderson, Aitkin, MN; Ryan Underwood, St. Peters, MO; Sean Fraser, Lancaster, CA; Jim Zeiher, St. Clairsville, OH; Fred Lindenstruth, Pewaukee, WI; Tahir Youngblood, Cincinnati, OH; Aaron Phelps, Chico, CA; Herbert Barnes, Frost, MS; Tyler Aiello, Milwaukee, WI

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The following companies are contributing to this contest:

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- 1) Fill out the Reader Survey Card.
- 2) Answer the Survey Questions and Pick the Systems that You Own.
- 3) Mail your Reader Service Card to:
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P.O. Box 8965
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Winners will be listed in the Jan. EGM!

Contest Rules: All entries must be received before December 1, 1992. EGM or the judges are not liable for lost or misdirected mail. One entry per person, multiple entries will be disqualified. Prizes are not transferable. Illegible or incomplete entries are ineligible. Void where prohibited. The decision of the judges is final. No purchase necessary to enter. Contest is not open to employees of Sendai Publishing Group, Inc. or to members of their immediate family. Taxes are the responsibility of the winner. Approximate value of prizes is \$800. Prizes will be forwarded to the winner when final production copies are available. One prize per household. Pneumoultramicroscopicilikovolcanocanosis. Go lauk it up. Determination of winners will be made through a random drawing. The decision of the judges is final so don't whine if you lose.



GAME GEAR

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Use your money wisely! You'll need certain modifications for each new level.



The victor gets a trophy, cash, and the babe...



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Extra nitro for added speed.



KEEP ON TRUCKIN'

Get down and dirty in a racing game for all off-road trucking fans. Most racing games put you on a well-maintained track with expensive race cars. But for hard core rugged racers, there is nothing



like bumpy and rough terrain. After each treacherous level you'll be awarded a cash prize according to the place you finish in, along with any money picked up during the race. The cash can then be used to upgrade your truck with

enhancements or saved for future races. The driving action is fast, especially with nitro assist, as three other determined drivers all fight for the finish line!

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	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	8 MEG	8	ACTION	100%



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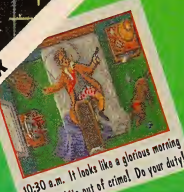
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LYNX

10:30 a.m. It looks like a glorious morning to take a bite out of crime! Do your duty!



Mr. Big wants Mr. Snuff to get rid of Dirty Larry. Only you can stop his evil plan.



This bald dude is bad news for poor Larry at the hotel. Luckily, he found a machine gun!



Larry is having a hard time making friends in this hotel. Maybe a breath mint will help!



The chief is upset about the three cars that Larry destroyed. What is his assignment?



Patrol the streets and rid them of the undesirable elements that abound.



This better is definitely out of his league. Two fists of iron should strike him out!



He may not be the conductor, but this bad dude has some collecting to do.



DO YOU FEEL LUCKY?

Welcome to the mean streets of Steelburg, U.S.A. We join our hero in the office of the chief of police. The chief is livid about the three cars Dirty Larry has crashed this week (all in the line of duty, of course). After reprimanding the renegade cop, he sends him to the Knight Shade Hotel to apprehend one Herold Snuff, a.k.a. Mr. White, an Ice-man boss!

Talk about all-out action! This game packs it in. You'll definitely get a kick out of the story and the accompanying cinemas. Lock and load, then get ready for a blast with Dirty Larry, Renegade Cop!

DIRTY LARRY RENEGADE COP

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	CART SIZE	NUMBER OF LEVELS	THEME	% COMPLETE
	2 MEG	N/A	ACTION	100%

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EGM LIFESTYLES

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MOVIES

Walt Disney Pictures Hopes Aladdin Flies

Walt Disney Pictures is preparing to make yet another valuable addition to its treasure chest of enchanting full length animated feature films.

Forecasted to be one of the

covers his true potential, wins the affection of a beautiful princess, and defends the kingdom.

Aladdin's musical score is created by Academy

Award-winning composer Alan Menken. The late Howard Ashman, Menken's Oscar-winning partner on "The Little Mermaid" and "Beauty and the Beast", provided lyrics for three of the film's songs

with Tony Award-winner Tim Rice writing lyrics for the additional songs.

Recognizable names will give the characters voices. Gilbert Gottfried, who resembles a cartoon himself, supplies a voice as does Robin Williams, Jonathon Freeman, Linda Larkin, and a host of others.

Aladdin is scheduled for a November 25 nationwide debut and is expected to generate plenty of excitement.



Christmas season's biggest hits, Aladdin will follow in the footsteps of Disney's 30 other animated adventures by featuring composer-created music, recognizable voices, and an original storyline.

A wisecracking Genie and a mischievous monkey named Abu join forces to help Aladdin. With the help of a magic carpet and his friends, the street-wise Aladdin dis-

Mr. Magoo Comes to Life

Steven Spielberg's Amblin Entertainment paid a six-figure sum for the rights to produce a live-action Mr. Magoo film.

An ornery cartoon character of the 1960's who starred in more than 300 cartoon shorts and features, the nearly blind Mr. Magoo routinely found himself in hazardous situations. But because of his uncanny good luck, the feisty old man always manages to escape certain disaster.



Warner Brothers is financing the film and will distribute it worldwide.

The movie is still a long way off, but expect to see a resurgent interest in Mr. Magoo merchandise in the coming year.

Will the Real Jabba Please Stand Up?

For all you Star Wars buffs out there, a new video by CBS/Fox entitled, "From Star Wars to Jedi", is packed with informative tidbits about the epic trilogy. The original Jabba the

Hut, for example, was going to be a stop-motion creature superimposed over a fat guy with an Irish accent. The plan was scrapped for technical reasons and a lack of cash.



Han Solo is pictured with Jabba as filmed in Star Wars.

SNEAKERS

In search of Lightfoot

It's night, it's dark. There's a subtle flicker of red light on the sidewalk, and then it's gone.

What is it? It's part of L.A. Gear's new L.A. Lights Collection of sneakers. The shoes actually have small lights in the heel that respond to movement. They're not too expensive either, costing about 50 bucks.



TOYS

That's right, kids. No longer will you have to resort to the hand in the armpit routine or the old mouth-on-the-forearm to make a rude nasty. Instead, you can



SPORTS

Lucky Lindros

The NHL welcomed its future superstar when 20-year-old Eric Lindros and the Philadelphia Flyers played the reigning champion Pittsburgh Penguins and current superstar Mario Lemieux.

Standing six feet, four inches tall and weighing 240 lbs, Lindros has the size to dominate his competition. But he also has quick hands and a soft touch that enable him to either set up or score goals.

In his first-ever NHL



game, Lindros scored an unassisted goal and helped the Flyers tie the heavily favored Penguins.

In the Flyers first seven games, Lindros notched four goals, three assists, and six penalty minutes.

Who Cut the Cheese?

buy your very own Ren or Stimpy "Rude Toot" dolls. The disgusting darlings of Nickelodeon's number one rated cartoon programs are invading the market and should be popular items this Christmas.

Mattel Toys is introducing a line of Ren and Stimpy toys ranging from the "Rude Toot" dolls to talking Ren and Stimpy, to vehicles, and even a play set.

With the talking Rens, just pull on the deranged Chihuahua's "outie" belly button, and one of

six trademark phrases can be heard.

Pull on the hairball lodged in Stimpy's mouth, and he'll say such memorable phrases as "Happy, Happy, Joy, Joy" or "They don't call me stupid for nothing."



WHAT'S HOT

STEVEN SEGAL

He finally has a winner. Could it be because he's hardly ever on screen?

IMAGE COMICS

The loose confederation of artists is revolutionizing the industry. Look for more and more of the top talent to go independent.

BATMAN RETURNS ON VIDEO

Do we really have (or want) to sit through it again?

NICKELODEON

You're fading guys. Failing to deliver a constant stream of Ren & Stimpy is bad enough - but axing their creator is just plain nasty. No sir, we don't like it.

THE ELECTION FROM HIGH TO LOW

Please, please, please, no more political commercials. Pu-lease! We'd rather watch the Energizer Bunny eat Vienna Sausages.

WHAT'S NOT

TELEVISION

The cast has been set for the much anticipated first-run syndicated television series *Star Trek: Deep Space Nine*.

A spin-off of the number one-rated *Star Trek: The Next Generation*, *Deep Space Nine* takes place during the same time frame - the 24th century.

The series follows the adventures of a team of Starfleet officers who take command of a remote alien space station on the edge of a new celestial frontier.

Dubbed "Deep Space

Nine", the seedy space station is located near the mouth of a newly discovered worm-hole, a phenomenon that provides a shortcut to a distant, unexplored quadrant of the galaxy. Travellers of all types are drawn to this time/space portal.

A dark and dingy outpost, an antithesis of the sterile environment of the *Enterprise*, *Deep Space Nine* is home to a Ferengi-run casino, a holographic brothel, and dozens of alien races.

With hostile empires on all sides, DS9 becomes the most

strategic post in the galaxy.

Avery Brooks, formerly star of *Spenser*: For Hire, plays the role of Benjamin Sisko, the disgruntled commander of *Deep Space Nine* and a single parent due to the Borg. Sisko isn't too happy about being assigned to the space station, nor about raising his boy in such an environment.

Other inhabitants of the station include Major Kira Nerys, a former terrorist; Chief Operations Officer Miles O'Brien, who knows the hardware of the

Starfleet; Lieutenant Jadzia Dax, who's beauty is only skin deep; and Jake Sisko, son of the Commander.

The blend of characters will create new possibilities for *Trek* stories. Not everyone gets along together in the diverse DS9 universe, and tension caused by the near-by Cardassian war machine doesn't help matters.

Look for the two-hour premier episode of *Deep Space Nine* some time in January.

DEEP SPACE



Avery Brooks as Deep Space Nine Commander Ben Sisko.



Terry Farrell as the disturbed Science Officer Jadzia Dax.

Sci-Fi Channel Expands Frontiers of Genre Viewing

Launched on September 24 to an estimated 10 million homes, the Sci-Fi Channel has captured a devoted fan base while diversifying its programming to capture a larger audience.

Catering to Sci-Fi buffs with a steady diet of classic series like *Lost In Space*, *Voyage to the Bottom of the Sea*, and *Battlestar Galactica*, the Sci-Fi Channel is also airing animated series, theatrical movies, original movies,

and original series.

Among the original series, *Nasa Watch* is devoted to coverage of the space program while *Sci-Fi News* features technology and science news. Another original series entitled *Inside Space* provides an irresistible glimpse of the unknown along with the

wonder, excitement, mystery and drama of space travel.

So far, according to Sci-Fi Channel officials, fans have responded well to the original programs.

In order to ensure viewer satisfaction, the Sci-Fi Channel has organized a fan alliance.

Members of the Alliance (nicknamed allies), contribute to the evolution of the network by responding in writing to make their voices heard in a number of areas including programming and marketing on local levels.

As the Sci-Fi Channel continues to expand, look for more original ideas to satisfy viewers.

SCI-FI
CHANNEL

SCI-FI

And In This Corner...

Randy Stradley, Editor of Dark Horse Comics' eminently popular Aliens vs. Predator titles, revealed that an agreement has been reached with Largo Entertainment and 20th Century Fox to produce a feature film based on the comic series.

"It is a large scale production," Stradley said "We're excited about the project."

If the Aliens vs. Predator movie comes anywhere close to the success of the comic series, the film will be a blockbuster.

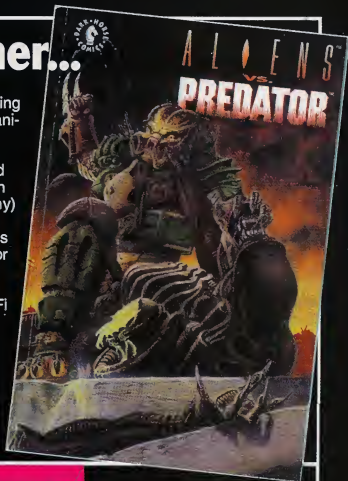
Combining a solid storyline, colorful artwork, and featuring two of the baddest aliens this side of the Milky Way, the comic series has more than half a million fans. When the Aliens vs. Predator comic was first published, it became the highest selling comic title ever outside of DC and Marvel.

If you want to know the storyline and can't wait until late 1994 (probable release date) to see the movie, pick up one of the Dark Horse titles, it's a good bet the movie script will follow closely.

Expect to see the trend

towards using computer animation (instead of models and stop-motion photography) continue when Aliens vs. Predator goes into production.

The Sci-Fi thriller is tentatively scheduled to begin shooting in October, 1993.



FUTURE TV

Krusty Live?

Fox Considering a Live-Action Spinoff of The Simpsons' Kooky Klown

As Fox contemplates the thought of a real, live Krusty

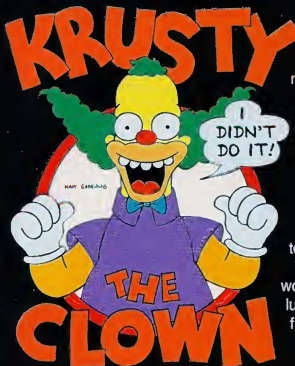
the Klown starring in his own half-hour TV show, the question begs: Who could possibly play the role of a harlequin who resides somewhere on the lunatic fringe?

How about Bozo? He has the basic qualifications: large clown feet, fluorescent

hair (although it's the wrong color), and a cherry-red nose.

Ronald McDonald might be a good candidate. He has the right color makeup, and he can dance and sing, too.

The catch is, would Fox want to lure Ronald away from his day job selling burgers?



GADGETS

Cool Off a Hothead

Manufacturers warning: For the serious water gun enthusiast only.

Made by Larami Corp., this 21st Century water



Super Soaker 100

pistol shoots a continuous, soaking stream of water up to 50 feet.

A huge water capacity and quick pump action allow the shooter to engage a number of targets simultaneously, thus enabling mass drenchings.

Don't use it too close to your video game though! You don't want Sonic or Mario to be a casualty.

XTRAS

Terror at Sea

NBC has confirmed a major deal with Universal and Amblin TV on "Sea Quest." The Sci-Fi adventure series will reunite the Jaws duo of Steven Spielberg and Roy Scheider.

Crash Test Dummies to Become TV Stars

New Line Cinema is making plans to produce a live-action film based on the Incredible Crash Dummies.

Meanwhile, a Saturday morning animated series based on the Dummies is being readied for a fall 1993 release on CBS.

With Batman and Superman representing DC's perennial stars, and Marvel's Universe of characters including Spiderman and the X-Men, the prospect of penetrating the comic book market with all new characters would be a task so formidable that even the Hulk would have difficulty breaking in.

For such an endeavor to succeed, a corps of some of the brightest young talent in the business would have to cooperate. They would have to have the guts, fan base, and tons of creative

energy to make it work. And they would need to create cool characters tough enough to battle the big boys now on comic book store shelves.

To anyone remotely familiar with the comic industry, this story is well known.

In the most revolutionary event to happen to the industry in many years, Jim Lee, Rob Liefeld and Todd McFarlane formed a consortium of artists to establish Image Comics.

Launched earlier this year, creator-owned Image is rapidly establishing itself as a dynamic force in the booming comic business. Buoyed by appealing characters and hot artists, Image is destined for success. Furthermore, Image arguably has the best art of any comics around, period.

Although Image is clearly carving out a niche among its larger competitors DC and Marvel, it remains radically different in one respect.

The formation of Image is due in large part to the heavy duty restrictions the big companies place on artists.

Granted, an artist gains widespread exposure

by working on a high profile title. But when the artist begins contributing new ideas to the title, he has no control of his creations.

Todd McFarlane, for example, became perhaps the hottest artist in the industry while working on Spiderman.

With gobs of webbing, huge eyes, and anatomically incorrect proportions, McFarlane's version of Spiderman ensnared new legions of fans. In fact, Marvel produced a new title exclusively for McFarlane. The premier issue sold more than 2.3 million copies.

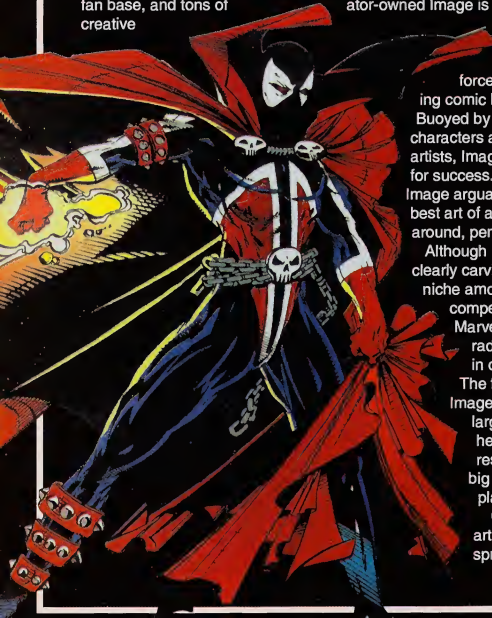
Despite the enormous popularity of McFarlane's Spiderman, he legally had no rights to his creation. Eventually, he helped create the web-slinger's fiercest arch rival and Marvel's hottest new villain, Venom. But everything he contributed remained the property of Marvel.

Meanwhile, McFarlane's Marvel colleague Jim Lee found himself in a similar situation. Marvel raked in huge profits from a scintillating new X-Men title penciled by the popular Lee.

"I enjoyed doing the X-Men," Lee said, "but it was hard to stay interested because it wasn't mine. I had little creative control, and I had no share in merchandising profits."

Also during this time at Marvel, the energetic Rob Liefeld gained notoriety for the extremist style of his characters which includes body-clinging costumes and squinted eyes.

While working on the New Mutants title, Liefeld co-created a mysterious new character, Cable.



A BRAND NEW IMAGE

As Liefeld watched Cable grow into Marvel's hottest new hero, he couldn't sit still any longer. He began work independently on his own title, dubbing it Youngblood.

This was the break other artists were waiting for.

Tired of having their imaginations crippled by corporate bylaws, the idea of creating and retaining the rights to their own characters became quite appealing to Liefeld, McFarlane, Lee, and other promising artists such as Erik Larsen, Marc Silvestri, Whilce Portacio, and Jim Valentino.

Image was formed as a loose confederation of independent artists based on the principle of creator-owned rights.

So far, the arrangement has stimulated, rather than stifled, creativity. Creators have complete control of their characters and the situations they encounter.

Such control also enables the artist to retain legal license to his character. If, for example, a movie

studio is interested in producing a feature film or a merchandising company wants to bring out a line of products based on Larsen's Savage Dragon or Portacio's Wet Works, they must deal directly with the character's creator, not Image as a company.

To bolster distributing capabilities, the Image artists recently initiated an agreement with Malibu Comics.

Both groups have benefitted from the union. Image remains staunchly independent while Malibu is distributing comics created by the hottest names in the business.

Four months ago, before Image was a player in the Capital City Distribution Comic Book Market chart, more than 70% of the market was dominated by DC and Marvel. Malibu alone had less than a 3% share.

Now bolstered by the presence of Image and just four months later, Malibu's share has swelled to nearly 20% - surpassing DC and cutting into Marvel's



once impervious position.

Expect to see the astonishing growth of Image (and Malibu) continue. "Our biggest challenge now is to come up with a character that rivals Batman or Spiderman in popularity," Lee said.

Some day, maybe soon, we'll see Spawn vs. Spiderman or Wetworks and the X-Men fighting it out - if not in comic book pages, then on dealers' shelves.



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ATTACK ME IF YOU DARE, YOU DON'T STAND A CHANCE AGAINST MY DRAGON PUNCH!

The gaming gurus here at the EGM office have compiled the most concise Street Fighter 2 strategy for level 7 characters! The characters of choice are Ken and Ryu. We picked these two as our main characters because they have the best all around fighting skills and both can perform the invincible Dragon Punch. These strategies should help you fight your way through the toughest street fighters in the game. Some of the patterns are so simple you won't believe your eyes! Good Luck and get ready to blow through the game on difficulty 7.



DEFEAT KEN USING RYU

Ken is one of the strongest and most unpredictable fighters in the game. If you can get into either corner, he will go into a pattern of jump kicks, Hurricane Kicks, Fireballs, and Dragon Punches. Wait patiently and use a crouching Fierce or a well-timed Dragon Punch.

DEFEAT RYU USING KEN

Ryu is Ken's most formidable opponent. He is fond of getting in close and throwing you across the screen. Use a crouching Forward and he'll jump towards you. If you time it right, you can counterattack his jump kick with a Dragon Punch or a crouching Fierce.



BLANKA

DATE OF BIRTH: 2-12-1866
HEIGHT: 6' 5"
WEIGHT: 210 lbs.
3-SIZE: H 77"
 R 47"
 H 92"
BLOOD TYPE: B



DEFEAT BLANKA USING RYU OR KEN

Blanka can really cause a lot of damage with only a few hits. He has a weakness, though. He likes to show off his ability to electrocute opponents with a deadly shock. Go to the far left or right and do backflips and jump kicks. Blanka will light up and then you can toast him with a Fireball or a crouching Roundhouse.



"SEEING YOU IN ACTION IS A JOKE."

CHUN LI



DATE OF BIRTH:
3-1-1966
HEIGHT: 5' 8"
WEIGHT: UNKNOWN
3-SIZE: B 34"
H 32"
R 36"
BLOOD TYPE: A



"I AM THE STRONGEST
WOMAN IN THE WORLD."

DEFEAT CHUN LI USING KEN OR RYU

When you are playing at level 7, Chun Li is one of the most aggressive attackers in the game. Her biggest weakness is that she takes to the air far too often and becomes an easy target for Dragon Punches. The easiest way to defeat her is to get into the far left or right corner and wait for her to jump at you. She will be totally vulnerable to a crouching Fierce or a Dragon Punch. If she gets too close, she will throw you. Use foot sweeps to divert her.



DHALSIM

DATE OF BIRTH:
11-32-1962
HEIGHT: 6' 10"
WEIGHT: 107 lbs.
HE CAN CHANGE
HEIGHT AND WEIGHT
TO SOME EXTENT.
3-SIZE: B 42"
H 18"
R 20"

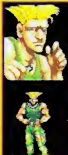
"I WILL MEDITATE AND
THEN DESTROY YOU."

DEFEAT DHALSIM USING RYU OR KEN

Dhalsim is one of the most intense adversaries that you'll meet. His concentration and patience make him an excellent fighter. Your best bet is trying to connect a flying Fierce or Strong and then throwing him when he lands from the blow. The most devastating combo you can use on him is a flying Fierce and then a Fierce Dragon before you land and you'll get a double hit! This combo will take almost 70% of his life if he is doing a Yoga Flame!



GUILE



DATE OF BIRTH:
12-23-1966
HEIGHT: 6' 1"
WEIGHT: 191 lbs.
3-SIZE: B 48"
H 32"
R 36"
BLOOD TYPE: O



"ARE YOU MAN ENOUGH
TO FIGHT WITH ME?"

DEFEAT GUILE USING KEN OR RYU

Usually, Guile is one of the toughest characters in the game to defeat. The easiest technique to master against him is to counter his Razor Kick with a jump kick as shown. Use the top of the fence as a guide to place your kick. Guile will be dizzy after three of these, then you can finish him off with a triple Dragon Punch (Jab, Jab Dragon Punch). Guile also likes to Razor Kick short Dragon Punches that are out of his reach. He is easily baited!





HONDA

DATE OF BIRTH: 11-3-1960
 HEIGHT: 6' 2"
 WEIGHT: 304 lbs.
 3-SIZE: B 83"
 H 70"
 W 82"
 BLOOD TYPE: A

"CAN'T YOU DO BETTER THAN THAT?"

DEFEAT HONDA USING RYU OR KEN

This extremely muscular Sumo wrestler is considered to be the strongest street fighter ever. His weakness is a lack of speed and limited agility. You can get him under your control by using a pattern. Use a crouching Forward as Honda is coming towards you. He'll block it, or jump up to avoid it, or jump towards you. When he jumps towards you, do a crouching Fierce, or to cause some real damage, a Jab Dragon Punch will work well.



ZANGIEF



DATE OF BIRTH: 6-1-1966
 HEIGHT: 7'
 WEIGHT: 260 lbs.
 3-SIZE: B 94"
 H 80"
 W 89"
 BLOOD TYPE: A

"MY STRENGTH IS MUCH GREATER THAN YOURS."

DEFEAT ZANGIEF USING KEN OR RYU

Zangief is a very strong opponent and has excellent reach. Never try to throw him unless he is dizzy or he will counter throw and cause massive damage to you. The easiest way to get rid of him is to jump straight up and use jumping Roundhouse kicks when he gets in close. If he jumps at you, this maneuver will still work and you can do even more damage if you launch a Fierce Fireball before he lands. Be sure to stay out of his reach.



"HEY, WHAT HAPPENED? I'M NOT THROUGH WITH YOU YET."

DEFEAT BALROG USING RYU OR KEN

Balrog is the first boss character that you will have to fight on your way to becoming the ultimate World Warrior. He has a variety of potent punches that cause tons of damage even when you are blocking. He is very fast and can throw a punch from halfway across the screen, so be careful. You can defeat him rather easily by using crouching Roundhouse and standing Roundhouse combos. Sweep at his feet and he should jump towards you. Just stand and perform a Roundhouse to knock him out of the air. Sometimes you will nail him with the crouching Roundhouse.

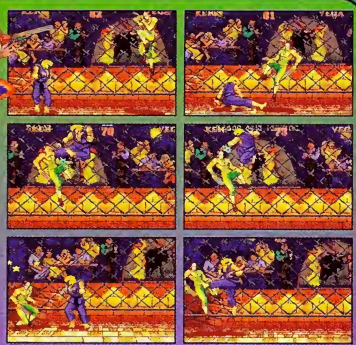




"HANDSOME FIGHTERS NEVER LOSE BATTLES."

DEFEAT VEGA USING KEN OR RYU

Vega is the fastest and most agile opponent in the entire game. He can almost leap across the entire screen and always gets his jump kicks out first. Well, almost always. If he jumps towards you, move in to where he should land and do a crouching Roundhouse to sweep him off his feet. Immediately jump directly above him, do a flying Roundhouse or a flying Fierce and you'll hit him. Do one more flying Fierce or Roundhouse and he should be dizzy. Perform a Hurricane kick and he will become dizzy again or he will be defeated. If he is dizzy, do one more Hurricane kick for an easy victory.



"YOU ARE NOT A WARRIOR, YOU ARE A BEGINNER."

DEFEAT SAGAT USING RYU OR KEN

Sagat is a long time enemy of Ryu and Ken and he has perfected his own version of the Dragon Punch known as the Tiger Uppercut. The bad thing about his super move is that he is extremely vulnerable while performing it and after he lands. There are two ways to trip him up. Wait until he passes the rock on the ground and then do a back flip and a Roundhouse. This will hit him as he is doing the uppercut. If you do a back flip before he gets to the rock his upper cut will just miss you as you're landing. Now you can deliver a wicked standing Roundhouse right to his head for over 25% damage!



"GET LOST. YOU CAN'T COMPARE WITH MY POWERS!"

DEFEAT M. BISON USING KEN OR RYU

This is the last battle of the game. Don't let Bison get the first hit in or it could mean your early demise. Block his kicks and slides until he jumps at you and nail him with a Fierce Dragon Punch. Immediately do a flying Fierce as he bends down to do a Flaming Torpedo and then a crouching Roundhouse. Right after you sweep him do a flying Roundhouse and he will be dizzy. Do a Roundhouse Hurricane Kick and he should get dizzy one more time. Finish him off with another Roundhouse Hurricane or a Jab Dragon Punch!

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down to 1/3 screen. Lastly, the material is digitized and remaining footage is compressed using new programming techniques.

Essentially, that is what Digital Pictures has done with great effectiveness for Sega.

Taking the concept one step further, however, Digital Pictures was able to compress data so tightly they got the Sega CD to run continuously at 150 Kbytes/second without without stopping to load in more data like other CD games must do. The end result - 65 minutes of continuous video footage that the player can manipulate as easy as pushing the buttons on a VCR! The first three projects in the "Virtual VCR" line are Time Warner cartoons like Daffy Duck shown above. Although the early applications are limited in scope, expect to see more ambitious titles using this technology in the future.

Watch for more of these great 'moviettes' from Digital Pictures for the Sega CD as well as the new Nintendo CD-ROM system next year.

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VIDEO GAME HIGH SCORES Effective November, 1992

Game of the Month High Scores!!

This Month's Game...

Contra 3

- Victor Pohlet** 9,999,999
- Eric Johnson 9,999,999
- Jonathon Provan 9,999,999
- Carolyn Ledford 9,999,999
- Erg Ervay 9,999,999



Send Scores For...

Super Smash TV All entries by Jan. 15, WIN BIG WITH EGM!!

Now you can show off your game playing skills with your very own U.S. National Video Game Team Jacket and T-Shirts. Each month, the top score on our Game of the Month will be awarded a Team Jacket and a cart of your choice. Four runners-up will receive official EGM T-Shirts! Get your high scores in today!

NINTENDO

Game	Score	Player
Addam's Family	1,034,200	Stephen Krogman
Adventure Island 2	272,040	Edouard Charbonneau
Battletoads	999,999	Jason Klingner
Bugs Bunny Crazy Castle	174,900	Peter Boadry
Double Dragon 2	9,999,999	Edouard Charbonneau
Dr. Mario	1,026,600	Richard Sautner
Godzilla	11,111,310	David Wright
Home Alone	126,090	Peter Boadry
Iron Sword	1,314,416	Jeff Adkins
Marble Madness	147,110	Jason Turka
Monster in My Pocket	9999	James Reeves, Jr
Paperboy	191,300	Glenn Stockwell
Popeye	74,060	Peter Boadry
Rampage	42,999,963	Stephen Krogman
Robocop	112,081	Jason Turka
Super Mario Bros. 3	9,999,999	Sergio Stugar
Tetris	999,365	Richard Sautner
T.M.N.T. 3	934,600	Rick Lico
Wizards & Warriors 3	32,070	Jeff Adkins

Game	Score	Player
Act Raiser	99,990	Michael Klott
Final Fight	3,617,803	Rick Lico
PH Fighter	1,777,510	Carlton Barnes
Super Adventure Island	494,100	Christopher Bucco
Super Mario World	3,999,990	Kenneth Li
Super R-Type	9,999,990	David Ramsey
Super Smash T.V.	99,999,999	Mark Cori
Street Fighter 2	Finished	Mark Lohr

Game	Score	Player
1943	2,947,360	Brian Chapel
After Burner	68,588,000	November Kelly
APB	1,002,324	Greg Gibson
Bride of Pinbot	2,185,950,550	Stephen Krogman
Double Dragon	146,360	Andy Barran
Hard Drivin'	529,800	Jerry Landers
Klax	3,205,000	Leong Su Chin
Out Run	49,050,270	Dan Lee
Street Fighter II	Finished	Stephen Krogman
Super Contra	10,640,310	Martin Alessi

SEGA GENESIS

Game	Score	Player
After Burner	13,572,900	After Burner
Altered Beast	234,400	Altered Beast
Black Belt	999,900	Black Belt
Double Dragon	627,000	Double Dragon
Iconwalker	21,020	Iconwalker
The Ninja	1,924,650	The Ninja
Pro Wrestling	996,400	Pro Wrestling
Rampage	998,155	Rampage
Rastan	31,139,300	Rastan
R-Type	1,128,500	R-Type
Shinobi	1,163,750	Shinobi
Space Harrier 3-D	35,257,970	Space Harrier 3-D

Game	Score	Player
After Burner 2	30,213,110	After Burner 2
Batman	1,342,200	Batman
Caste of Illusion	39,231,900	Caste of Illusion
Curse	10,560,300	Curse
Ghouls & Ghosts	6,195,100	Ghouls & Ghosts
Gaiares	1,791,041	Gaiares
Rolling Thunder 2	2,882,810	Rolling Thunder 2
Sonic the Hedgehog	9,999,990	Sonic the Hedgehog
Sol - Deace	744,646	Sol - Deace
Stormlord	3,999,960	Stormlord
Streets of Rage	999,990	Streets of Rage
Toej Jam & Earl	999	Toej Jam & Earl

Game	Score	Player
Alien Crush	999,999,900	Alien Crush
Bloody Wolf	35,764,000	Bloody Wolf
Cyber Core	9,999,900	Cyber Core
Dragon Spirit	639,670	Dragon Spirit
Fighting Streets	1,590,900	Fighting Streets
Galaga 90	1,504,140	Galaga 90
Klax	3,460,750	Klax
Monster Lair	561,090	Monster Lair
Ninja Spirit	99,999,900	Ninja Spirit
Parasol Stars	83,062,560	Parasol Stars
R-Type	999,800	R-Type
Splatterhouse	99,999,900	Splatterhouse
Super Star Soldier	13,442,900	Super Star Soldier

Rules - All scores on Super Smash TV must be received by January 15, 1993. If maximum scores are reached, a drawing of all maximum scorers will be conducted to determine prize winners. All scores must be submitted on official Team entry forms and an accompany a legible photo. Void where prohibited. Send SASE to High Scores, 1920 Highland Ave., Suite 222, Lombard, IL 60148 for an official entry form. One winner per household per year. Score rollovers will be treated the same as maximum scores. Decisions of the judges will be final.

GAME OVER

Soul Blazer

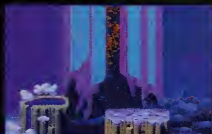


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After a long and perilous journey, the Chosen One has found the embodiment of all evil in the land of Darkheim. Harnessing the awesome powers of the Phoenix and the lethal Soul Blade, our hero must do away with this enemy. He finds himself face-to-face with a powerful wizard after entering the Temple of Darkness. Following the battle, pure evil reveals its true and hideous form. The Chosen One must survive or all life will perish...



The king will make the Temple of Darkness appear.



The heavens erupt in a fury of light and thunder.



Within the temple there lies a power of unspeakable evil.



This Beast's flames scorch the ground. Only one will survive.



Beware of the wizard and his deadly powers.



Show your gratitude to those who have helped.



She longs for the day when her true love will return.



Back in the world of mortals, he is reunited with his love.



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LOONEY TUNES

SUPER NINTENDO

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AAAAAAAAAAAAA...



AAAAAAAAAAAAA...



AAAAAAAAAAAAA...



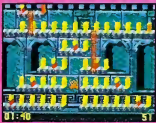
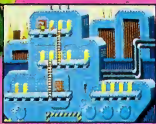
PHUGHHHHHHE!



BEEP! BEEP!

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Top two screens shown above are from the IBM PC version of the game. Bottom two screens shown are from the Super NES version of the game.



COMING IN 1993

The name of the game



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